

**CLASS 472, AMUSEMENT DEVICES****SECTION I - CLASS DEFINITION**

This class is the generic class providing for the amusement or recreation of human beings, and includes patents relating to devices of the type, the principal purpose of which is for the amusement, entertainment, or recreation of human beings, unless by analogy of structure or by other functions they are classified in other classes.

- (1) Note. The expression “for the amusement, entertainment, or recreation of human beings” includes either (a) those persons who are using or are otherwise directly involved with the amusement device or apparatus or (b) those persons who are observing or viewing (i.e., the audience or spectators) the persons who are using the amusement device or apparatus.
- (2) Note. This class includes, unless otherwise classified in other classes, patents relating to apparatus intended to be used at an amusement park or on the stage of a theater provided the function of the apparatus is for the amusement, entertainment, or recreation of human beings.
- (3) Note. This class also includes, unless otherwise classified in other classes, patents relating to the structure of the immediate playing area (i.e., the defined area in which the athletes or contestants are confined during the performance of an athletic, recreational, or sporting event) of a sports arena, ball game court, athletic or game playing field, or track provided the sole function is for the amusement, recreation, or entertainment of human beings.
- (4) Note. Also included in this class, unless otherwise classified in other classes, are patents relating to a building, or a part thereof, provided the sole function is for the amusement or entertainment of human beings.

**SECTION II - REFERENCES TO OTHER CLASSES****SEE OR SEARCH CLASS:**

- 40, Card, Picture, or Sign Exhibiting, appropriate subclasses for a sign, exhibit, or other display device of that class which may also be amusing in nature to perform its function of attracting and holding the attention of an observer. Also see the Search Class notes under subclass 57 and 58 below.
- 52, Static Structures (e.g., Buildings), subclasses 6+ for a building structure related to means forming the locus of a center of attraction, e.g., a stage or means forming a performing area. This class (472) takes such structure which contributes to the attraction, e.g., scenery or devices used by a speaker or artist. Also see the Search Class notes under subclasses 1, 48, and 75, below.
- 104, Railways, subclasses 53+ for an amusement railway.
- 182, Fire Escape, Ladder, or Scaffold, subclasses 48+ for an escape chute for a person and subclasses 137+ for a body catcher or life net.
- 273, Amusement Devices: Games, appropriate subclasses for a species of amusement device, commonly called a game, which involves a contest of skill and in which the result of such contest can be determined by the rules defined for the game. See the Notes appended to the Class 463 definition for the relationship between the game Classes 273, 463, and 473.
- 280, Land Vehicles, appropriate subclasses for various types of land vehicles, especially subclasses 827+ for a simulation, for example, a progressive rocking horse; subclasses 841+ for a skate or ski; subclasses 845+ for a sled; and subclass 47.1 for a person-supporting body connected to wheels so as to effect body rocking as the wheels rotate.
- 297, Chairs and Seats, appropriate subclasses for a device for supporting the weight of a person in a seated position in general. Also see the Search Class notes under subclass 95, 110, 114, 118, and 124 below.
- 404, Road Structure, Process, or Apparatus, subclasses 17+ and 71 for pavement and road structure.
- 434, Education and Demonstration, appropriate subclasses for an apparatus or a process intended for the purpose of instruction or demonstration in general, and especially subclasses 29+ for apparatus intended to be used for the purpose of instructing or testing a person in the operation of a vehicle.

- 441, Buoy, Rafts, and Aquatic Devices, appropriate subclasses for an aquatic device in general; particularly subclasses 129+ for a body-supporting buoyant device in general. A buoyant device made to simulate an animal, fish, fowl, etc., or any part thereof, where such simulation is claimed, is proper for Class 472. However, where such simulation is disclosed but not claimed, classification of the buoyant device is proper for Class 441. See the (2) Note, under subclass 129 of Class 441, for a statement of this line. Also see particularly subclasses 65+ for a surfboard, aquaplane, or other device intended to be used for skimming or walking on the surface of a body of water.
- 446, Amusement Devices: Toys, for a species of amusement device, commonly called a toy, which is principally intended for the amusement or recreation of a child wherein there is some physical interaction between the child and the toy.
- 463, Amusement Devices: Games, for a species of amusement device, commonly called a game, which involves a contest of skill and in which the result of such contest can be determined by the rules defined for the game. This is the residual class for a game. See the Search note to Class 473 definition below for the relationship between the game Classes 463 and 473.
- 473, Games Using Tangible Projectile, for a game in which a ball, missile, or other such tangible game projectile (other than a simulation or representation thereof) is used during play of a game or sport. The relationship between Class 463 and Class 473 is that Class 463 is the residual class for a game, while Class 473 provides only for a specific type of game in which a ball, missile, or other such tangible projectile is used during play thereof. (However, note those exceptions specified in the Class 463 definition and its appended notes.) Accordingly, if a game which uses a ball, missile, or other such tangible game projectile (other than a simulation or representation thereof) during play of the game is recited, then classification is in Class 473; otherwise, classification is in Class 463. Furthermore, a game apparatus or means which uses a simulation or representation of a game or sport projectile (e.g., a light-ray simulation of a projectile or a videogame representation of a projectile, etc.) is classified in Class 463, since such simulation or representation of a projectile is not an actual or physical object

which can be touched and handled (i.e., tangible) as required by Class 473.

- 482, Exercise Devices, appropriate subclasses for an apparatus intended to be operated by a human user for the purpose of conditioning or developing a muscle or participating in a track, field, or gymnastic activity.

## SUBCLASSES

### 1 **ROUNDABOUT:**

This subclass is indented under the class definition. Subject matter consisting of apparatus which carries a person or object along a circuitous path.

- (1) Note. The circuitous path is not necessarily circular in shape, but a person or object must be intended to be carried in a complete loop to be proper hereunder. Apparatus rotating a person or object about an axial line passing therethrough is considered to be carrying the person or object along a circuitous path. Oscillating amusement type swings which also permit a person or object to turn or twirl thereon are not proper hereunder.
- (2) Note. The roundabout may be used to stabilize or tow a person as the person travels by foot, skates, etc., along a circuitous path. It may carry only a portion of the person's weight or may carry it only when the person falls or begins to fall.

### SEE OR SEARCH THIS CLASS, SUBCLASS:

- 15, for an occupant propelled roundabout used as a trainer for foot travel which may be used to stabilize a baby, a novice, an invalid, etc., learning or relearning how to walk, skate, etc.
- 118+, for an oscillating amusement type swing which permits a user to turn or twirl thereon.

### SEE OR SEARCH CLASS:

- 40, Card, Picture, or Sign Exhibiting, for a card, picture, sign, or other display

- of that class which may be moved along a circuitous path, particularly subclasses 427+ for a special effect display and subclasses 446+ for a changing exhibitor display.
- 52, Static Structures (e.g., Buildings), particularly subclasses 64+ for a repositionable major section of a static structure, e.g., a revolving building section, etc.
- 104, Railways, particularly subclasses 35+ for a railway turntable, subclasses 53+ for an amusement railway vehicle which may travel along a circuitous track, and subclasses 74+ for a rotating car carried on a railway truck assembly.
- 105, Railway Rolling Stock, for railway rolling stock which may follow a circuitous path, particularly subclass 1.5 for a wheeled toy or model railway vehicle, subclass 28 for a railway locomotive carried turntable, subclass 157.2 for a toy or model railway truck, and subclass 238.2 for a toy or model railway rolling stock having a car body designed for a special purpose.
- 119, Animal Husbandry, particularly subclass 701 for animal breaking, training, or exercise apparatus which may cause the animal to follow a circuitous path.
- 482, Exercise Devices, particularly subclasses 51+ for exercise apparatus involving user translation or simulation thereof and which is not limited to a circuitous path (see the Search Class notes thereunder for related art areas found in other classes), subclass 144 for an exercise device which may be used to suspend and invert a person by pivoting the person about an axis, and subclasses 146+ for a swivelled foot platform which supports the entire body of a user for a muscle conditioning or developing purpose.
- 2 With structure for causing reciprocal translation of roundabout along vertical path (e.g., elevator, etc.):**  
This subclass is indented under subclass 1. Subject matter combined with means for rectilinearly raising and lowering the circuitous

path apparatus along a pathway perpendicular to the horizon, i.e., a vertical pathway.

- (1) Note. The roundabout must be vertically raised or lowered as a unit to be proper for this subclass. For example, a roundabout raised and lowered along an incline or having an occupant or article carriage raised and lowered separately from any rotating supporting carrier structure thereof would be found elsewhere under subclass 1.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

- 34, for a roundabout having a carrier rotating about a vertical axis which includes a suspended occupant or article carriage that moves up and down.
- 42, for a roundabout having a disk, ring, or bowl carrier having an occupant or article carriage which moves up and down relative thereto.
- 131, for an amusement device having an occupant support, other than a roundabout, translatable along a vertical path.

**SEE OR SEARCH CLASS:**

- 52, Static Structures (e.g., Buildings), for a portable or skeleton type tower, per se, particularly subclasses 111+ for a shaft extensible by mechanical motive means, e.g., by a motor, spring, pulley, crank, cable, etc., and subclasses 648.1+ for three-dimensional space-defining openwork.
- 182, Fire Escape, Ladder, or Scaffold, particularly subclasses 141+ for an elevating or lowering workman platform.
- 187, Elevator, Industrial Lift Truck, or Stationary Lift for Vehicle, for elevator structure not specifically adapted for amusement purposes.

**3**

**Having feature for facilitating transport by vehicle structure:**

This subclass is indented under subclass 1. Subject matter wherein the circuitous path apparatus includes means for enabling easy relocation by a travel conveyance, e.g., a trailer, truck, etc., or a travel enhancing component, e.g., a wheel, runner, etc.

- (1) Note. The roundabout may be in an operative condition while being transported or may be readily collapsible for movement between one operative location and another.
- (2) Note. A small or lightweight roundabout, per se, absent any feature which would otherwise make it easily transportable by, connected to, or part of, a vehicle structure is excluded from this subclass.

SEE OR SEARCH CLASS:

- 104, Railways, particularly subclasses 35+ for a railway turntable and subclasses 74+ for a rotating car carried on a railway truck assembly.
- 105, Railway Rolling Stock, particularly subclass 28 for a railway locomotive carried turntable.

**4 And occupant propelled seesaw:**

This subclass is indented under subclass 1. Subject matter combined with beam structure which is mounted upon a horizontal fulcrum located intermediate opposing ends thereof and which is vertically oscillated by a person carried on one of the ends.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 25, for an occupant propelled roundabout having a hemispherically shaped base which may also oscillate up and down on the ground or floor.
- 30, for a roundabout having a carrier rotated about both a vertical and a horizontal axis by a power source other than the occupant.
- 106+, for an amusement seesaw, per se.

**5 Seesaw operated drive structure helps maintain roundabout motion:**

This subclass is indented under subclass 4. Subject matter wherein the vertically oscillating beam structure manipulates a force transmitting member, e.g., a gear, ratchet, camming surface, linkage, etc., to assist in sustaining circuitous movement of the apparatus.

- (1) Note. While the drive structure is needed only to help maintain the roundabout

motion, it may be the only structure used by the occupant to propel the roundabout.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 19+, for an occupant operated drive structure which indefinitely maintains motion of the roundabout without any contact with the ground except possibly when initially starting the motion.

**6 Powered toy type:**

This subclass is indented under subclass 1. Subject matter wherein the circuitous path apparatus uses an energy source other than a human operator to propel an object along the circuitous path for the entertainment of a child.

- (1) Note. The toy roundabout may be powered by an electric motor, a wound spring motor, a gravity powered mechanism, etc., which may be initially cranked, started, lifted into position, etc., by a human operator as long as the human operator does not need to physically generate the power in an uninterrupted manner, i.e., continuously, while the toy roundabout is operating. The human operator may be a person other than the child being entertained.

SEE OR SEARCH CLASS:

- 40, Card, Picture, or Sign Exhibiting, for a rotating card, picture, sign, ornamental mobile, or other display apparatus not requiring interaction between the apparatus and a child viewing it, particularly subclasses 430+ for a rotatable, electromotor operated display which creates a special effect and subclasses 473+ for a rotatable, motor operated, or changing exhibitor.
- 104, Railways, particularly subclasses 53+ for an amusement railway which may travel along a circuitous path.
- 105, Railway Rolling Stock, for railway rolling stock which may be used to follow a circuitous path, particularly subclass 1.5 for a wheeled toy or model railway vehicle, subclass 157.2 for a toy or model railway truck, and subclass 238.2 for a toy or model rail-

- way rolling stock having a car body designed for a special purpose.
- 446, Amusement Devices: Toys, particularly subclasses 30+ and 236+ for a toy roundabout wherein the motion of the toy requires active, continuous manipulation by a child, e.g., a hand crank which must be continuously turned by the child to keep the roundabout moving, etc., and subclass 227 for an infant toy and means for retaining, attaching, or supporting it in the environment of the infant. Also see the Class 446, class definition, Search Class note to Class 40.
- 7 Having article completely supported by rotating tether, arm, or suspending structure:**  
This subclass is indented under subclass 6. Subject matter wherein the entire object is carried by a swinging or revolving portion of an elongated flaccid, limblike, or hanging member.
- (1) Note. The structure to which the tether, arm, or suspending structure is rotatably anchored is often called a pylon, tower, pole, pedestal, etc., but is never a human being.
- SEE OR SEARCH THIS CLASS, SUBCLASS:  
32+, for a roundabout having a carrier which rotates about a vertical axis and which includes a suspended occupant or article carriage.
- SEE OR SEARCH CLASS:  
40, Card, Picture, or Sign Exhibiting particularly subclasses 430+ and 473+ for a motorized card, picture, sign, ornament, or other display object balancing mobile not requiring interaction by a child viewing it.
- 446, Amusement Devices: Toys, particularly subclasses 30+ for a tethered, fixed-wing, toy aircraft where a child holds one end of the tether as the aircraft moves along a circuitous path. Also see the Class 446, class definition, Search Class note to Class 40.
- 8 Article carried propulsion means:**  
This subclass is indented under subclass 7. Subject matter wherein the object has its own individual energy source for propelling it along the circuitous path.
- SEE OR SEARCH THIS CLASS, SUBCLASS:  
27, for a roundabout having an occupant or article carriage which includes a movement causing energy source located thereon.
- SEE OR SEARCH CLASS:  
446, Amusement Devices: Toys, particularly subclass 33 for a child restrained, tethered, toy aircraft having a propulsion means carried thereon.
- 9 Having altitude control structure:**  
This subclass is indented under subclass 8. Subject matter including means for varying the vertical elevation of the object above a ground surface.
- SEE OR SEARCH THIS CLASS, SUBCLASS:  
11, for altitude control structure for a tethered or suspended article which does not carry its own propulsion means.
- SEE OR SEARCH CLASS:  
446, Amusement Devices: Toys, particularly subclasses 31+ for a child restrained, tethered, toy aircraft having a tether manipulated control or mechanism.
- 10 Electric motor:**  
This subclass is indented under subclass 8. Subject matter wherein the individual energy source consists of an electrically driven prime mover.
- (1) Note. The electricity itself, which is used to run the motor, may come from a source not located on the object.

**11 Having altitude control structure:**

This subclass is indented under subclass 7. Subject matter including means for varying the vertical elevation of the object above a ground surface.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 9, for altitude control structure for an article completely supported by a rotating tether, arm, or suspending structure and which carries its own propulsion means.

SEE OR SEARCH CLASS:

- 446, Amusement Devices: Toys, particularly subclasses 31+ for a child restrained, tethered, toy aircraft having a tether manipulated control or mechanism.

**12 Article travels over stationary track or platform:**

This subclass is indented under subclass 6. Subject matter wherein the object follows a circuitous path along a relatively static, underlying guide rail or floor supporting surface area of the apparatus.

**13 Marine:**

This subclass is indented under subclass 1. Subject matter wherein the circuitous path apparatus carries a person or object on or through water.

SEE OR SEARCH CLASS:

- 441, Buoys, Rafts, and Aquatic Devices, particularly subclasses 55+ for an aid for increasing user swimming stroke efficiency and subclasses 65+ for water skimming or walking device propelled by a user or an external agent, e.g., a boat, etc.
- 482, Exercise Devices, particularly subclasses 55+ for apparatus used to condition or develop a muscle of a swimmer, subclass 71 for apparatus used to condition or develop a muscle used while a skier is being towed, and subclasses 72+ for apparatus used to condition or develop a muscle used when rowing a boat.

**14 Occupant propelled:**

This subclass is indented under subclass 1. Subject matter wherein a person carried on the circuitous path apparatus physically causes circuitous movement to occur.

- (1) Note. Merely switching on or adjusting electrical, hydraulic, or other controls for a motorized roundabout is not considered to be occupant propulsion for this subclass. If plural circuitous paths are followed, the occupant need only cause circuitous movement about one of the paths.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 5, for an occupant propelled seesaw which operates drive structure to help maintain circuitous motion of a roundabout.

**15 Trainer for foot travel (e.g., for walking, skating, etc.):**

This subclass is indented under subclass 14. Subject matter wherein the apparatus helps the circuitous movement causing person to learn to locomote in a step by step manner over an underlying surface area.

- (1) Note. The person may be a baby, a novice, an invalid, etc., learning or relearning how to walk, skate, etc. The roundabout may be used to stabilize the person during the learning process and may carry only a portion of the person's weight, or may carry it only when the person falls, or begins to fall. See the Search Note to Exercise Devices below.

SEE OR SEARCH CLASS:

- 104, Railways, particularly subclass 62 for a railway vehicle traveling along a fixed track and used for physical training.
- 135, Tent, Canopy, Umbrella, or Cane, particularly subclasses 65+ for subject matter relating to a cane, stick, crutch, or the like designed to aid in human locomotion and to similar structure in umbrella shafts and swagger sticks when useful for aiding human locomotion and subclass 67 for a walker,

- per se, i.e., an aid to locomotion which is a free standing support having two handles by which it is gripped and is operated by lifting from, moving across and replacing on the ground, floor, or the like and which does not have a seat, path control or propulsion facilitating means, e.g., wheels, casters, etc.
- 280, Land Vehicles, particularly subclasses 7.1+ for a walker vehicle propelled by a seated occupant and convertible to a different device, e.g., a stroller, etc., subclasses 43+ for a walker having retractable wheels, subclasses 87.021+ for a wheeled walker propelled by the contact of a hand or foot of a child with a surface over which the walker travels and that is unrestricted as to path, except by a wheel or wheel mounting, subclasses 200+ for a wheeled vehicle having other types of positive propelling means, subclasses 809+ for a skier or skater appliance or attachment including a hand held ski pole and subclasses 841+ for skates and skis, per se. Also see the below search note to Class 297.
- 297, Chairs and Seats, particularly subclasses 5+ for a walker provided with a seat whereby the user may either stand or sit. The seat may be occupied for resting between successive exercise periods of walking, skiing, skating, etc., and may include a mere recitation of wheels or running gear. See the Class Definition and the Search notes thereunder of Class 297 for the line between that class and Class 280, Land Vehicles, regarding similar apparatus found in those classes.
- 482, Exercise Devices, for similar art to this subclass (15) where the person is not limited to following a circuitous path; also see particularly subclasses 66+ for an occupant propelled support frame having a movement facilitating feature and subclass 69 for user translation apparatus which suspends the occupant from above, e.g., by a body harness, etc. See (1) Note, above.
- 16 Having carrier rotating about horizontal axis:**  
This subclass is indented under subclass 14. Subject matter wherein the circuitous movement causing person is borne along on structure turning completely around an axial region which is perpendicular to vertical, i.e., horizontal.
- (1) Note. An angular transition to or from a loading or unloading position is permitted provided the carrier rotates about a horizontal axis thereafter.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
- 30, for a roundabout having a carrier rotating about both a horizontal and a vertical axis and which is not occupant propelled.
- 44+, for a roundabout having a carrier rotating about a horizontal axis and which is not occupant propelled, e.g., a ferris wheel, etc.
- SEE OR SEARCH CLASS:
- 482, Exercise Devices, particularly subclass 144 for an exercise device which may be used to suspend and invert a person by partially rotating the person about a horizontal axis.
- 17 And orthogonal axis intersecting therewith:**  
This subclass is indented under subclass 16. Subject matter wherein the person bearing structure also turns completely around an additional axial region perpendicular to and passing through the horizontal axial region.
- SEE OR SEARCH THIS CLASS, SUBCLASS:
- 30, for a roundabout rotating about both a vertical axis and horizontal axis, but not propelled by an occupant thereof.
- SEE OR SEARCH CLASS:
- 482, Exercise Devices, particularly subclasses 144+ for an exercise device used to suspend a user upside down but intended to turn only partially about an axial region.

**18 Having carrier rotating about stationary inclined axis:**

This subclass is indented under subclass 14. Subject matter wherein the circuitous movement causing person is borne along on structure turning completely around an axial region which is statically positioned at a given, acute angle with respect to vertical, i.e., inclined.

- (1) Note. An angular transition to or from a loading or unloading position is permitted provided the carrier rotates about a stationary inclined axis thereafter.

**19 By roundabout mounted drive structure used to maintain motion:**

This subclass is indented under subclass 14. Subject matter wherein the circuitous movement causing person manipulates a circuitous path apparatus supported, force transmitting member to sustain the movement.

- (1) Note. While the person may give a starting push to the roundabout while standing on the ground and then jump onto the roundabout, the drive structure enables the person to propel the roundabout indefinitely thereafter without any contact with the ground.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 5, for a seesaw operated drive structure which helps maintain motion of the roundabout.

**20 Occupant support pivotally suspended from above:**

This subclass is indented under subclass 19. Subject matter wherein the circuitous movement causing person is carried upon structure hung below an axial region about which it may swing.

- (1) Note. The structure may be hung from a flaccid cable, rope, etc., or a rigid rod, bar, etc., in a swinging manner thus maintaining the person in a generally upright position due to the effects of gravity thereon. While the occupant support may swing radially outwardly under the influence of centrifugal action, it is

not required to do so to be proper for this subclass.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 33, for a roundabout having a carrier rotating about a vertical axis and which includes a suspended, swinging carriage or support which follows a circular path under the influence of centrifugal action.
- 45+, for a roundabout having a carrier rotating about a horizontal axis and which includes a suspended occupant or article carriage, e.g., a ferris wheel, etc.
- 118+, for a mechanically actuated oscillating amusement type swing.

SEE OR SEARCH CLASS:

- 297, Chairs and Seats, particularly subclasses 273+ for a seat having an oscillating suspension means which supports, or is supported by, a component other than the seat bottom, e.g., by an armrest, back, etc.

**21 Occupant bearing travel wheel driven by crank structure (e.g., pedaled cycle, etc.):**

This subclass is indented under subclass 19. Subject matter wherein the circuitous movement causing person is carried by a rotating disk or rotating ring portion of the apparatus which is caused to ride along the circuitous path by the person rotating a force transmitting arm member, e.g., in the manner of a pedaled bicycle, tricycle, etc.

- (1) Note. While the travel wheel may not completely support the occupant, it must substantially carry the weight of the occupant to be proper for this subclass. The wheel may travel over the ground or a floor, rail or other platform provided for it.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 26, for a roundabout having a traveling wheel or roll without force transmitting structure to drive it.

## SEE OR SEARCH CLASS:

- 74, Machine Element or Mechanism, particularly subclass 594.1 for crank and pedal structure.
- 280, Land Vehicles, particularly subclasses 259+ for a wheeled land vehicle having a rotary crank powered drive means.

**22 Endless belt or chain:**

This subclass is indented under subclass 19. Subject matter wherein the force transmitting member is a closed loop arrangement formed from a flexible band, or a series of connected, relatively rigid links.

## SEE OR SEARCH CLASS:

- 474, Endless Belt Power Transmission Systems or Components, for a power transmission using an endless belt or chain drive system.

**23 Ratchet:**

This subclass is indented under subclass 19. Subject matter wherein the force transmitting member is a toothed wheel which interacts with a cooperating pawl engaging element.

## SEE OR SEARCH CLASS:

- 74, Machine Element or Mechanism, particularly subclasses 575+ for a ratchet arrangement, per se.

**24 Cooperating gears:**

This subclass is indented under subclass 19. Subject matter wherein the force transmitting member is a rotatable toothed body, i.e., a gear, which meshes with an interacting engaging element, e.g., with another gear, a rack, etc.

## SEE OR SEARCH CLASS:

- 74, Machine Element or Mechanism, particularly subclasses 640+ for gearing, per se.

**25 Having hemispherically shaped base:**

This subclass is indented under subclass 14. Subject matter wherein the circuitous path apparatus includes an understructure generally configured in the form of a bottom portion of a globe and used for supporting the circuitous path apparatus upon a ground or floor surface.

## SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 40+, for a roundabout having a carrier in the form of a disk, ring, or bowl which rotates about a vertical axis and which is not occupant propelled.
- 95+, for a rockable animal simulation having rider seat means and not intended for circuitous movement.

## SEE OR SEARCH CLASS:

- 482, Exercise Devices, particularly subclasses 146+ for a swivelled foot platform used to condition or develop a muscle of a human user and which may have a hemispherically shaped base.

**26 Having traveling wheel or roll:**

This subclass is indented under subclass 14. Subject matter wherein the circuitous path apparatus includes a ground or floor riding ring, disk, or other curved, rotating body for carrying the person along the circuitous path.

## SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 21, for a roundabout having an occupant bearing travel wheel driven by crank type force transmitting structure, e.g., a pedaled cycle, etc.

**27 Having occupant or article carriage mounted propulsion means:**

This subclass is indented under subclass 1. Subject matter wherein the circuitous path apparatus includes a person or object supporting conveyance which has its own individual energy source for causing movement of the person or object along the circuitous path.

## SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 8+, for a powered toy roundabout having an article completely supported by a rotatably anchored tether, arm, or suspending structure and carrying its own propulsion means.
- 19+, for occupant propelled drive structure used to maintain motion of a roundabout.

**SEE OR SEARCH CLASS:**

- 104, Railways, particularly subclasses 53+ for a powered amusement railway vehicle which may propel itself along a circuitous track.
- 180, Motor Vehicles, particularly subclasses 2.1+ for an electrically driven, occupant controlled, freely movable vehicle used for an amusement purpose, e.g., intended to collide with another vehicle.

**28 Having freely moving occupant or article carriage on turning platform:**

This subclass is indented under subclass 1. Subject matter wherein the circuitous path apparatus includes an unattached, readily relocatable, person or object supporting conveyance for traveling on an underlying revolving floor structure.

- (1) Note. While the occupant or article carriage is unattached and freely moves along a circuitous path on the turning platform, it may be confined by an enclosure, guide rails, etc., to the extent necessary to prevent its falling off of the platform or to direct its movement along a certain path.

**29 Having carrier rotating about vertical axis (e.g., merry-go-round, etc.):**

This subclass is indented under subclass 1. Subject matter wherein the circuitous path apparatus includes person or object bearing structure turning completely around an upright, i.e., vertical, axial region.

- (1) Note. The vertical axis must remain vertical during routine operation of the roundabout. An axis which changes its angular position with respect to vertical and merely passes through a vertical position is, therefore, excluded. An angular transition to or from a loading or unloading position is permitted provided the roundabout turns about a vertical axis thereafter.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

- 47, for a roundabout having a carrier rotating about an axis having a chang-

ing position with respect to vertical during routine operation.

**SEE OR SEARCH CLASS:**

- 52, Static Structures (e.g., Buildings), particularly subclass 65 for a major section of a static structure which is rotatable about a vertical axis, e.g., a revolving building section, etc.
- 104, Railways, particularly subclass 75 for an amusement railway in which a car carried on a railway truck assembly rotates about a vertical axis.

**30 And about horizontal axis (e.g., turntable supported ferris wheel, etc.):**

This subclass is indented under subclass 29. Subject matter wherein the person or object bearing structure also turns completely around an axial region perpendicular to vertical, i.e., horizontal.

- (1) Note. To be proper for this subclass the roundabout must be intended to carry the person or object completely around about both axes. A roundabout rotating completely about a vertical axis but only oscillating about a horizontal axis, for example, is found elsewhere under subclass 29.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

- 17, for an occupant propelled roundabout having a carrier rotating about both a horizontal axis and an orthogonal axis intersecting therewith.
- 45+, for a roundabout having a carrier rotating about a horizontal axis and which includes a suspended occupant or article carriage, e.g., a ferris wheel, etc.

**31 About plural discrete, vertical axes:**

This subclass is indented under subclass 29. Subject matter wherein the person or object bearing structure turns completely around more than one separate, upright, i.e., vertical, axial region.

**32      Suspended occupant or article carriage type:**

This subclass is indented under subclass 29. Subject matter wherein the person or object bearing structure utilizes a hanging conveyance to support the person or object.

- (1) Note. The suspended occupant or article carriage maintains a generally upright position due to the effects of gravity thereon.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 7+, for a powered toy roundabout having an article completely supported by a rotating tether, arm, or suspending structure.
- 27, for an occupant or article carriage having its own propulsion means and which may be suspended.
- 45+, for a roundabout having a carrier rotating about a horizontal axis and which includes a suspended occupant or article carriage, e.g., a ferris wheel, etc.

**33      Circularly traveling, centrifugal swing:**

This subclass is indented under subclass 32. Subject matter wherein the hanging conveyance follows an annular circuitous path while freely pivoting radially outwardly due to movement about the vertical axial region, i.e., under the influence of centrifugal action.

- (1) Note. The person or object bearing structure may employ a flaccid cable, rope, etc., or a rigid rod, bar, etc., suspended to permit centrifugal swinging of the hanging conveyance.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 20, for an occupant propelled roundabout having roundabout mounted drive structure and an occupant support pivotally suspended from above which may also swing radially outwardly under the influence of centrifugal action, but is not required to do so.
- 118+, for a mechanically actuated oscillating amusement type swing.

SEE OR SEARCH CLASS:

- 297, Chairs and Seats, particularly subclasses 273+ for a seat having an oscillating suspension means which supports, or is supported by, a component other than the seat bottom, e.g., by an armrest, back, etc.

**34      Carriage moves repeatedly up and down:**

This subclass is indented under subclass 32. Subject matter wherein the hanging conveyance raises and lowers a plurality of times while turning around the vertical axial region.

- (1) Note. The up and down movement may be along a vertical line, an elongated loop, etc., e.g., in the up and down manner of a merry-go-round horse, etc. A rocking motion is considered to raise and lower a person or object.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 2, for structure which causes an entire roundabout to be raised or lowered along a vertical path.
- 30, for a carrier rotating about a vertical and a horizontal axis, e.g., a turntable supported ferris wheel, etc.
- 42, for a disk, ring, or bowl carrier having an occupant or article carriage which moves up and down relative thereto.

**35      Rotating platform:**

This subclass is indented under subclass 32. Subject matter wherein the hanging conveyance is a turning floor surface.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 34, for a carrier which rotates about a vertical axis and includes an occupant or article carriage which oscillates up and down and which may also have a revolving floor surface associated therewith.

**36      Using individual occupant or article carriage to ride on stationary track or platform:**

This subclass is indented under subclass 29. Subject matter wherein the person or object bearing structure utilizes a distinct person or

object supporting conveyance to move along the circuitous path upon a static, underlying guide rail or floor surface.

- (1) Note. While the carrier may carry plural occupants or articles on each carriage thereon, a disk, ring, or bowl type carrier which rotates as a whole about its central axis on a stationary track or platform is not considered proper for this subclass.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 40+, for a disk, ring, or bowl carrier which may rotate as a whole about its central axis on a stationary track or platform.  
43, for an occupant or article carriage which rides on a horizontally winding track or platform.

SEE OR SEARCH CLASS:

- 104, Railways, particularly subclasses 53+ for a powered amusement railway vehicle which may propel itself along a circuitous track.

### 37 **Vertically undulating track or platform:**

This subclass is indented under subclass 36. Subject matter wherein the rail or floor surface rises and falls in a wavelike manner along its length.

- (1) Note. The vertical undulating track or platform causes the occupant or article carriage riding thereon to likewise rise and fall as it travels therealong. The undulations of the track or platform may vary in amplitude or frequency.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 34, for a suspended occupant or article carriage which moves up and down, e.g., in the up and down manner of a merry-go-round horse, etc., as it moves about a vertical axis.  
43, for an occupant or article carriage which rides on a horizontally winding track or platform.

### 38 **Outwardly varying path:**

This subclass is indented under subclass 36. Subject matter wherein the distinct person or object supporting conveyance moves along a

circuitous path which follows a laterally changing alignment with respect to the vertical axial region.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 43, for an occupant or article carriage which rides on a horizontally winding track or platform but not rotate about a vertical axis.

### 39 **Using cantilevered arm arrangement to repeatedly move occupant or article up and down:**

This subclass is indented under subclass 29. Subject matter wherein the person or object bearing structure utilizes a projecting beam mechanism mounted for turning near one end and directly supporting the person or object near its other unsupported end in order to raise and lower the person or object a plurality of times as the projecting beam mechanism turns about the vertical axial region.

- (1) Note. The cantilevered arm arrangement may consist of a single beam or a plurality of beams, trusses, etc., arranged to individually support a person or object.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 2, for structure which causes an entire roundabout to be raised or lowered along a vertical path.  
30, for a carrier rotating about a vertical and a horizontal axis, e.g., a turntable supported ferris wheel, etc.  
34, for a suspended carriage moving repeatedly up and down while rotating about a vertical axis.  
42, for a disk, ring, or bowl carrier having an occupant or article carriage which moves up and down relative thereto.

### 40 **Disk, ring, or bowl:**

This subclass is indented under subclass 29. Subject matter wherein the person or object bearing structure is a circular, generally flat platform, i.e., a disk or ring, or is a generally hemispherical, conical, or cylindrical configuration, i.e., a bowl, which underlies and supports the person or object as it turns about its central axis.

- (1) Note. The disk, ring, or bowl may directly, or indirectly (i.e., through an occupant or article carriage thereon), carry, or assist in carrying, the occupant or object along the circuitous path.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 25, for an occupant propelled roundabout having a hemispherically shaped base.  
 28, for a roundabout having a freely moving occupant or article carriage on an underlying turning platform.  
 35, for a carrier having a suspended occupant or article carriage consisting of a rotating platform.

#### 41 **Concentric arrangement:**

This subclass is indented under subclass 40. Subject matter wherein the disk, ring, or bowl is surrounded by another disk, ring, or bowl sharing a common vertical axial region.

- (1) Note. The concentric arrangement includes disks, rings, bowls, or a mixture thereof, which may rotate in different directions, elevations, or at different speeds relative to each other or which may slightly overlap in a radial direction.

#### 42 **Employing occupant or article carriage moving repeatedly up and down:**

This subclass is indented under subclass 40. Subject matter wherein the turning disk, ring, or bowl utilizes a person or object supporting conveyance which raises and lowers the person or object a plurality of times relative to the disk, ring, or platform.

- (1) Note. The up and down movement may be along a vertical line, an elongated loop, etc., e.g., in the up and down manner of a merry-go-round horse, etc. A rocking motion is considered to raise and lower a person or object. A rotating disk, ring, or bowl which is raised and lowered as a complete unit is found elsewhere under subclass 40.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 2, for structure which causes an entire roundabout to be raised or lowered along a vertical path.  
 34, for a roundabout having a suspended occupant or article carriage which moves up and down.

#### 43 **Occupant or article carriage follows stationary, horizontally winding, track or platform:**

This subclass is indented under subclass 1. Subject matter wherein the circuitous path apparatus consists of person or object supporting conveyance which travels along a static, laterally meandering, guide rail or floor surface.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 38, for a roundabout carrier rotating about a vertical axis and using an individual occupant or article carriage riding on a stationary track or platform while following an outwardly varying path.

SEE OR SEARCH CLASS:

- 104, Railways, particularly subclasses 63+ for an amusement railway vehicle which may propel itself along a tortuous circuitous alignment.

#### 44 **Having carrier rotating about horizontal axis:**

This subclass is indented under subclass 1. Subject matter wherein the circuitous path apparatus includes person or object bearing structure turning completely around an axial region which is perpendicular to vertical, i.e., horizontal.

- (1) Note. The horizontal axis must remain horizontal during routine operation of the roundabout. An axis which changes its angular position with respect to vertical and merely passes through a horizontal position is, therefore, excluded. An angular transition to or from a loading or unloading position is permitted provided the carrier rotates about a horizontal axis thereafter.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 47, for a carrier which rotates about an axis having a changing angular position with respect to vertical during regular operation.

SEE OR SEARCH CLASS:

- 104, Railways, particularly subclass 76 for an amusement railway in which a car carried on a railway truck assembly rotates about a horizontal axis.

**45 Having suspended occupant or article carriage (e.g., ferris wheel, etc.):**

This subclass is indented under subclass 44. Subject matter wherein the person or object bearing structure includes a person or object supporting conveyance hanging therefrom.

- (1) Note. The suspended occupant or article carriage may be hung from a flaccid cable, rope, etc., or a rigid rod, bar, etc., in a swinging manner thus maintaining the person in a generally upright position due to the effects of gravity thereon.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 20, for a roundabout having occupant propelled drive structure mounted thereon along with a pivotally suspended occupant support.
- 30, for a roundabout having a carrier which rotates about both a vertical and a horizontal axis, e.g., a turntable supported ferris wheel, etc.
- 32+, for a roundabout having a carrier which rotates about a vertical axis and which includes a suspended occupant or article carriage and particularly subclass 33 for a centrifugal swing traveling along a circular path.

**46 About plural discrete, horizontal axes:**

This subclass is indented under subclass 45. Subject matter wherein the person or object bearing structure turns completely about more than one separate, horizontal axial region.

**47 Having carrier rotating about an axis having varying angular orientation:**

This subclass is indented under subclass 1. Subject matter wherein the circuitous path apparatus includes person or object bearing structure turning completely around an axial region which has a changing angular position with respect to vertical during use.

- (1) Note. An axis which varies its angular position with respect to vertical only during a transition to or from a loading or unloading position, but remains at a constant orientation thereafter is excluded from this subclass.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 29+, for a roundabout having a carrier which rotates about a vertical axis during regular operation but which may change its angular orientation during a transition to or from a loading or unloading position.
- 44+, for a roundabout having a carrier which rotates about a horizontal axis during regular operation but which may change its angular orientation during a transition to or from a loading or unloading position.

**48 WALKWAY HAVING MOVABLE FLOOR OR STAIR STEP:**

This subclass is indented under the class definition. Amusement device either (a) comprising the surface of a room, hallway, or other passageway over which a person may walk and wherein at least a portion of the surface rotates, reciprocates, vibrates, collapses, or otherwise moves beneath the feet of the person so as to make walking over the surface difficult for the person; or (b) comprising a series of steps forming a stairway over which a person may walk and wherein at least one of the treads or at least a portion of a tread of the stairway vibrates, collapses under the weight of the person, or otherwise moves beneath the feet of the person so as to make walking up or down the stairway difficult for the person.

**SEE OR SEARCH CLASS:**

- 52, Static Structures (e.g., Buildings), particularly subclass 65 for a floor or floor section of a building which is rotatable about a vertical axis, subclass 71 for a building floor structure composed of hingedly connected sections, subclass 183 for a building stair structure composed of interconnected, relatively movable components, and subclasses 184+ for a building stair structure with an additional building feature.

**49 PARACHUTE-DROP SIMULATOR:**

This subclass is indented under the class definition. Amusement device intended to allow the user of the device to experience a sensation of retarded descent to the ground in a manner similar to that experienced by a parachutist who is making a parachute jump using a real parachute.

- (1) Note. Some of the devices in this subclass either have a canopy similar in appearance to that of a conventional parachute or which function in much the same manner as a conventional parachute. But in either case, the devices in this subclass are generally incapable of being used by a parachutist to jump out of a flying aerial vehicle nor are they intended to be used for such purpose.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

- 137, for an amusement device intended to simulate a free fall to the ground.

**SEE OR SEARCH CLASS:**

- 187, Elevator, Industrial Lift Truck, or Stationary Lift for Vehicle, appropriate subclasses for elevator of general utility.
- 244, Aeronautics, subclasses 142+ for a parachute, per se.

**50 HAVING TRIP-RELEASE SUPPORTING PERSON AGAINST GRAVITY:**

This subclass is indented under the class definition. Amusement device comprising a movable or collapsible means for supporting the weight of a person against the force due to

gravity and further comprising a trippable or releasable lock or latch means for holding the person-supporting means against movement due to gravity; so that, when the weight of a person is supported by the support means and subsequently the lock or latch means is tripped or released, the support means drops, falls, or collapses from a position in which it supports the weight of the person to a position in which it no longer supports the weight of the person thereby allowing the person to fall.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

- 48, for an amusement device in the form of a walkway having a collapsible floor or floor section or a collapsible stair step, which device may have a trip-release mechanism associated therewith.
- 49, for an amusement device intended to simulate a parachute jump out of a flying aerial vehicle, which device may have a trip-release mechanism associated therewith.
- 51, for various types of amusement devices intended to perpetrate a practical joke on an unsuspecting person.

**51 FOR PERPETRATING PRACTICAL JOKE OR INITIATION CEREMONY:**

This subclass is indented under the class definition. Amusement device comprising an apparently well-known and apparently innocuous device which operates or appears to operate in a well-known manner; which device, however, further includes a hidden function for producing a surprising or unexpected effect or sensation (in the nature of a gag or practical joke) upon an unsuspecting person (i.e., upon a person unacquainted with the hidden function of the device) who attempts to examine or use the device in the conventional manner for which it appears to be intended.

- (1) Note. The surprising or unexpected effect or sensation is usually in the nature of a mischievous trick played on an unsuspecting person to cause him to feel embarrassment or indignity to the amusement of onlookers.
- (2) Note. Also included herein is a device particularly adapted for use in ceremo-

nies for initiating candidates for membership into secret societies, clubs, etc.

SEE OR SEARCH THIS CLASS, SUBCLASS:

50, for an amusement device having a trip-release means for supporting the weight of a person, which device may include a trip-release means of the type which is released unbeknownst to the person, thereby surprising the unsuspecting person when he or she falls.

57+, for an amusement device for creating an illusion in the mind of either the user or the observer of the device.

**52 Unexpectedly expels fluid or powder (e.g., into face of victim, etc.):**

This subclass is indented under subclass 51. Amusement device wherein the surprising or unexpected effect or sensation produced by the device includes a forcible propulsion of a liquid, gas, or pulverulent material into the atmosphere.

SEE OR SEARCH CLASS:

222, Dispensing, subclass 79 for a water gun which may unexpectedly expel fluid.

**53 And produces unexpected noise:**

This subclass is indented under subclass 52. Amusement device which produces an additional surprising or unexpected effect or sensation in the form of a loud, harsh, or detonating sound.

SEE OR SEARCH THIS CLASS, SUBCLASS:

56, for a practical joke or initiation device which produces an unexpected noise.

SEE OR SEARCH CLASS:

446, Amusement Devices: Toys, subclasses 398+ for a detonating device which may unexpectedly detonate and which is intended for use by a child.

**54 Unexpectedly falls apart or projects movable or free part:**

This subclass is indented under subclass 51. Amusement device wherein the surprising or unexpected effect or sensation produced by the

device either (a) includes the device unexpectedly coming apart into plural component portions when the person attempts to use the device in the manner for which it appears to be intended; or (b) includes means to unexpectedly eject or extend a movable portion of the device outwardly relative to the rest of the device.

(1) Note. The movable part may either be attached or unattached to the rest of the device when it is ejected or extended.

**55 User contacted by attached projected part:**

This subclass is indented under subclass 54. Amusement device wherein the movable portion is connected to the rest of the device and remains so connected whenever it is unexpectedly ejected or extended; and wherein the movable portion, upon its being ejected or extended, unexpectedly touches or otherwise engages the person unacquainted with the device whenever the person attempts to use or operate the device in the manner for which it appears to be intended.

**56 Produces unexpected noise, vibration, or electric shock:**

This subclass is indented under subclass 51. Amusement device wherein the surprising or unexpected effect or sensation produced by the device is in the form of (a) a loud, harsh, or detonating sound; (b) small, rapid back and forth motions or oscillations of at least a portion of the device; or (c) an electric current passed through at least a portion of the body of the person unacquainted with the device.

SEE OR SEARCH THIS CLASS, SUBCLASS:

53, for a practical joke or initiation device which unexpectedly expels fluid or powder and which also produces an unexpected noise.

SEE OR SEARCH CLASS:

446, Amusement Devices: Toys, subclasses 398+ for a detonating device which may unexpectedly detonate and which is intended for use by a child.

**57 ILLUSION OR STAGE DEVICE:**

This subclass is indented under the class definition. Amusement device which is either (a) intended to deceive a person into believing, either by giving the person a physical sensation or a visual impression, that an event or an occurrence is real or is actually occurring when, in reality, the event or occurrence is not real or actually occurring; or (b) intended to be used on a means forming a performing area (i.e., on the stage of a theater) in order to facilitate the presentation of a theatrical performance.

- (1) Note. Since an amusement device intended to cause an illusion in the mind of a user or viewer of the device may or may not be intended to be used on a theatrical stage, a document directed to a specific illusion-causing device provided for in any of subclasses 58 through 74 indented hereunder will be found in one of subclasses 58 through 74 regardless of whether or not the illusion device is intended to be used on the stage of a theater. On the other hand, subclasses 75 through 84 indented hereunder will take a document directed to an amusement device intended to be used on the stage of a theater regardless of whether or not the device is also intended to cause an illusion in the mind of a person and provided the specific illusion caused by the device has not been provided for in any one of subclasses 58 through 74.

**SEE OR SEARCH CLASS:**

- 2, Apparel, appropriate subclasses for a costume or mask intended to be worn by an actor, particularly subclass 206 for a mask providing a false face for the wearer thereof.
- 40, Card, Picture, or Sign Exhibiting, appropriate subclasses for a sign, exhibit, or other display device of that class which may also be amusing in nature to perform its function of attracting and holding the attention of an observer; especially subclasses 409+ for an attention attracting display device having free article movement (e.g., a snowfall simulator, etc.); subclasses 411+ for a three-dimen-

sional movable figure display device; subclasses 421+ for a two-dimensional movable figure display device; subclasses 427+ for an attention attracting display device having special effects as, for example, a display device which includes means to convey to the observer an illusion of movement of an object such as falling snow or water or flickering fire light; subclasses 446+ for a changing exhibitor type of display device; and subclasses 538+ for a dummy display device for attracting and holding the attention of a viewer in the form of an imitation article including a figure.

- 52, Static Structures (e.g., Buildings), particularly subclasses 6+ for a building structure or physical arrangement relating to a means forming the locus of a center of attraction, e.g., a theatrical stage or a means forming a performing area of a stadium, auditorium, or studio including a movable theatrical stage. Also see the Search Class notes under subclass 75 indented hereunder.

- 104, Railways, subclasses 82 through 86 for an amusement railway device involving an illusion.

- 352, Optics: Motion Pictures, subclasses 85+ for an apparatus for producing a special illusionary effect for motion pictures.

**58 Alternative scenes provided by reflection from and transmission through transparent mirror:**

This subclass is indented under subclass 57. Amusement device wherein the device includes a semitransparent reflective member which is capable of passing therethrough a light image of an illuminated first object or scene located behind it to an observer located substantially in front of it, and also capable of reflecting from its front surface a light image of an illuminated second object or scene located substantially in front of the member but off to the side of the observer and hidden from the direct view of the observer; and wherein the illusionary effect is created by operation of a control means (a) to selectively either permit or prevent ambient or artificial light to illuminate the first object or scene so that its image passes

through the member to be seen by the observer, and (b) to selectively either permit or prevent ambient or artificial light to illuminate the second object or scene so that the reflection of it may be seen by the observer.

- (1) Note. The “object” which may be illuminated and thereby viewed by an observer or audience may be a person. Further, the illumination of the first object or scene and the illumination of the second object or scene usually occurs alternately and in succession.
- (2) Note. The illusion-creating devices included here are capable of providing such transition effects as wipes and dissolving views, the appearance and disappearance of objects or scenes, the fading out or transformation of one object or scene into another object or scene, the illusion of different objects appearing to be in the same place (e.g., as appearing together on the same stage) whereas, in actuality the objects are located in different places, and the illusion of an object being in motion whereas, in actuality, it is at rest.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 63, for an amusement device in which an illusion is created by a mirror.

SEE OR SEARCH CLASS:

- 40, Card, Picture, or Sign Exhibiting, subclasses 442+ for a similar display device intended to attract and hold the attention of an observer by creating an illusion, and in which the illusion created may also be amusing or entertaining. A device which is disclosed both for use as a display device and for use as an amusement or entertainment device is properly classifiable in subclasses 442+ of Class 40.
- 352, Optics: Motion Pictures, particularly subclass 91 for a device for producing transition effects (e.g., wipes and dissolves) for the production of motion pictures.

59

**Person experiences illusion of being in motion (e.g., travel simulation, etc.):**

This subclass is indented under subclass 57. Amusement device wherein the device is specifically intended to deceive a person into believing that he or she is taking a trip (e.g., the person believes he or she is traveling in a vehicle) or is otherwise moving (e.g., the person believes he or she is swinging on a swing) whereas, in actuality, the person is not taking a trip or traveling or otherwise moving in the manner that he or she believes.

- (1) Note. In order for the device to be classified here, the device must be of the type which attempts to make a person truly believe that it is he, himself, or she, herself, who is taking the trip or is otherwise in motion. A device in which a person or an audience observes another person who appears to be traveling (e.g., an actor who appears to be traveling in an automobile on a theater stage) is not properly classifiable here. Also, a device upon which a person pretends that he is traveling (e.g., a child sitting in or upon a simulated horse or vehicle which rocks back and forth) is merely pretense and not true deception and is, accordingly, not properly classifiable here.

SEE OR SEARCH THIS CLASS, SUB-CLASS:

- 130, for an amusement device which simulates an aerial or space vehicle or which simulates the movement thereof, but in which a person is not truly deceived into believing that he or she is actually traveling in such simulated vehicle.

SEE OR SEARCH CLASS:

- 104, Railways, subclasses 82 through 85 for an amusement railway device for simulating a trip.
- 434, Education and Demonstration, subclasses 29+ for a device which instructs or tests a person in the operation of a vehicle (e.g., a flight simulator, etc.).
- 482, Exercise Devices, subclasses 51+ for an exercise device involving user translation or physical simulation

thereof (e.g., a bicycle, skiing, surf-boarding simulator, etc.).

**60 By use of video or projected picture:**

This subclass is indented under subclass 59. Amusement device wherein the device which causes a person to believe that he or she is in motion further includes either (a) a means for projecting upon a screen or other viewing surface a visual image of scenery which has been previously produced upon film or transparencies, or (b) a means for producing upon a television screen or other viewing surface a visual image of scenery which is being or has been produced by television; whereby the image of scenery is intended to be viewed by a person so as to further enhance the illusion of the person being in motion.

SEE OR SEARCH THIS CLASS, SUBCLASS:

61, for a device which utilizes a video or projected picture to produce a visual illusion but in which the illusion is not intended to deceive a person into believing he or she is in motion and see the Search notes appended thereto.

**61 Illusion caused by video, projected picture, or special light effect:**

This subclass is indented under subclass 57. Amusement device wherein the device which causes the deception includes (a) a means for projecting upon a screen or other viewing surface a visual image which has been previously produced upon film or transparencies; (b) a means for producing upon a television screen or other viewing surface a visual image which is being or has been produced by television; or (c) a means for producing and presenting to a person a peculiar, deceptive, or unusual visual image, which image relies upon light being produced, controlled, or used in a manner other than for mere illumination of an object or scene.

SEE OR SEARCH THIS CLASS, SUBCLASS:

60, for a device which utilizes a video or projected picture to produce a visual illusion but in which the illusion is specifically intended to further deceive a person into believing he or

she is in motion (e.g., the person believes he or she is taking a trip). The devices in subclass 60 include other means to cause a person to experience an illusion of being in motion (e.g., the person is an occupant of a simulated vehicle) in addition to the video or projected picture means which further enhance the illusion.

65, for a device for creating an illusion by visually imitating an event which occurs in nature (e.g., an imitation of the sun or moon rising or setting).

SEE OR SEARCH CLASS:

352, Optics: Motion Pictures, appropriate subclasses for a motion picture projector, particularly subclasses 85+ for an apparatus for producing special illusionary special effects for motion pictures and subclasses 198+ for projection light sources used in the production of motion pictures.

353, Optics: Image Projectors, appropriate subclasses for an image projector and particularly subclass 28 for a projector which projects an image on or near a real object.

362, Illumination, appropriate subclasses for a lighting device in general, and particularly subclass 84 for a lighting device or support therefor combined with a separate luminescent material, subclasses 145+ for a lighting device or support therefor combined with a static structure (e.g., arena lighting), and subclasses 230+ for decorative lighting.

**62 Maze or labyrinth:**

This subclass is indented under subclass 57. Amusement device wherein the device creating the deception comprises an intricate, usually confusing, network of interconnecting passageways or pathways, some of which are blind and at least one leads to a goal (e.g., the goal might be to get out of the network); whereby a person enters the network of passageways and tries to reach the goal.

**63 Illusion caused by mirror:**

This subclass is indented under subclass 57. Amusement device in which the illusion created by the device is visual and is effected by the use of a reflective member.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 58, for a device for creating an illusion in which a transparent reflective member is used to visually present alternative scenes or objects to an observer.
- 62, for a device for creating an illusion in which one or more reflective members may be used.

SEE OR SEARCH CLASS:

- 359, Optics: Systems (Including Communication) and Elements, appropriate subclasses, particularly subclasses 364+ for a compound lens system including one or more curved reflective imaging elements and subclasses 838+ for a mirror, per se. And see (1) Note under subclass 838 of Class 359.

**64 Illusion caused by sound imitation or effect:**

This subclass is indented under subclass 57. Amusement device wherein the device for creating an illusion includes a means to simulate the natural sound of some animal, object, or event.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 98, for a device in the form of a rockable animal simulation which has a rider seat (e.g., a rocking horse, etc.) and which includes animal sound simulation.

SEE OR SEARCH CLASS:

- 352, Optics: Motion Pictures, particularly subclasses 3+ for a sound stage, method, or accessory therefor which is used in the production of motion pictures.
- 446, Amusement Devices: Toys, particularly subclasses 297+ for a figure toy having sounding means and subclasses 397+ for a toy device having means to generate sound and see the Search notes under subclass 397.

- 623, Prosthesis (i.e., Artificial Body Members), Parts Thereof, or Aids and Accessories Therefor, subclass 9 for an artificial larynx.

**65 Illusion caused by visual imitation of event occurring in nature (e.g., rain, snow, fire, etc.):**

This subclass is indented under subclass 57. Amusement device wherein the illusionary effect produced by the device is a simulation, which can be seen by a person, of an occurrence or phenomenon that is naturally produced or naturally exists in the external world; and wherein the means for producing the simulation is hidden from the person.

- (1) Note. The phenomenon or occurrence can be any one of a wide variety of events found in nature as, for example, rain, snow, fire, a tornado, a hurricane, a waterfall, a rainbow, the rising or the setting of the sun or moon, etc.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 61, for a device which produces an illusion which simulates an event that occurs naturally in nature, which device uses either a projected picture or special light effect.

SEE OR SEARCH CLASS:

- 40, Card, Picture, or Sign Exhibiting, particularly subclasses 409+ for an attention attracting display device which may be amusing in nature and which has free article movement (e.g., a snowfall simulator, etc.); and subclasses 427+ for an attention attracting display device having special effects as, for example, a display device which includes means to convey to the observer an illusion of movement of an object such as falling snow or water or flickering fire light.
- 352, Optics: Motion Pictures, particularly subclasses 85+ for an apparatus for producing a special illusionary effect for the production of motion pictures.
- 428, Stock Material or Miscellaneous Articles, subclasses 13+ for exhibiting apparatus which are encased or

enclosed and which contain a product of nature or a replica thereof.

**66 Pyrotechnic display:**

This subclass is indented under subclass 57. Amusement device in which the illusion is effected by a firework or other similar device designed to burn, explode, or otherwise produce a flame so as to produce a spectacular visual effect to an observer.

**67 Simulation of self-propelled object in liquid filled container (e.g., Cartesian diver):**

This subclass is indented under subclass 57. Amusement device wherein the illusion created by the device involves an imitative representation of an article apparently moving under its own power through a fluid medium (other than a gas) that is held within a receptacle, whereby the actual power for the movement of the article is not apparent to a person observing the movement.

- (1) Note. The devices included here are commonly called Cartesian divers. The movement of the object through the liquid is generally caused by (a) pressure changes applied to the liquid within the container, (b) pressure changes within the object, or (c) density changes of the object relative to the surrounding liquid.

**SEE OR SEARCH CLASS:**

- 273, Amusement Devices: Games, subclasses 457+ for an amusement device which operates by use of the Cartesian diver principle and which is used to play a game.
- 446, Amusement Devices: Toys, subclasses 153+ for an aquatic toy device intended to be used by a child, and particularly subclasses 156+ for such an aquatic toy device in which a figure is apparently propelled through water by a propulsion means.

**68 Illusion caused by apparent levitation:**

This subclass is indented under subclass 57. Amusement device wherein the illusion created by the device involves an object or a person being apparently suspended in mid air without any visible means of support, whereby the actual means supporting the object or person is not apparent to a person observing the illusion.

**69 Illusion caused by apparent penetration or severance:**

This subclass is indented under subclass 57. Amusement device wherein the illusionary effect created by the device is the result of a deceptive visual impression of either (a) an article being passed into or through a relatively dense, visibly impervious object or person without any disruption to the surface of the object or person, whereby the means creating the deception is not apparent to a person observing the effect; or (b) an object or a person being divided or separated into two or more parts, whereby the means creating the deception is not apparent to a person observing the effect.

**70 Illusion caused by simulation of or attachment to human body part:**

This subclass is indented under subclass 57. Amusement device wherein the illusion created by the device involves the device being either (a) an imitative representation of a portion of the anatomy of a human being, or (b) an imitative representation of an article which is specially configured or adapted to be connected to or mounted on a portion of the anatomy of a human being; whereby, the imitative representation, when presented or used in the manner intended, is intended to deceive or trick a person observing it.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

- 133, for an amusement device which is body attached, worn, or carried; which device does not constitute a means for creating an illusion in the mind of a person observing it in use.

**SEE OR SEARCH CLASS:**

- 434, Education and Demonstration, particularly subclasses 262+ for a device intended to instruct, or demonstrate to, a person a portion of the human anatomy.
- 446, Amusement Devices: Toys, appropriate subclasses for a toy device intended for use by a child and which simulates a portion of an animate being.

623, Prosthesis (i.e., Artificial Body Members), Parts Thereof, or Aids and Accessories Therefor, appropriate subclasses for an artificial human body part, per se, which part is not intended to be used for amusement purposes.

**71 Illusion caused by apparent appearance or disappearance:**

This subclass is indented under subclass 57. Amusement device wherein the illusionary effect created by the device involves an object or person either materializing into, or vanishing from, the view of an observer in a manner not apparent to the observer.

**72 Illusion caused by apparent change in color, printed matter, surface texture, or rigidity:**

This subclass is indented under subclass 57. Amusement device wherein the illusionary effect created by the device involves (a) altering the external hue of an article, (b) altering the indicia located on the surface of an article so that the new indicia convey different information (e.g., a strip of newspaper having newsprint thereon is transformed into paper monetary currency), (c) altering the structural appearance of the surface (other than hue, shape, or form) of an article, or (d) altering the structural stiffness of an article; whereby the means by which the device alters the article is not apparent to a person observing the transformation.

- (1) Note. The indicia (i.e., the printed matter) located on an article may take any form. For example, the indicia may be embossed or engraved on the article rather than being merely printed thereon. The information conveyed by the indicia to a person viewing it may also take any form. For example, the indicia on an article may denote the function of the article (e.g., the indicia on a piece of paper may denote it as being an item of paper monetary currency or as a grocery shopping list).

**73 Card trick illusion:**

This subclass is indented under subclass 57. Amusement device wherein the illusionary effect created by the device involves a magical trick or astonishing feat being performed by a

person who is using what appears to be a deck of conventional playing cards, whereby the means by which the trick or feat is performed is not apparent to a person observing the illusion.

- (1) Note. The devices included in this subclass are generally of two types. In one type, an actual deck of conventional playing cards is used or manipulated by the device to perform magical tricks or astonishing feats with the conventional cards; but either the device itself is hidden from the observer, or the device is in view but keeps the manner of how it performs its trick or feat with the cards hidden from the observer. In the other type, the deck of playing cards appears to be quite conventional to an observer, but the cards have been either physically altered or altered in the number of cards, arrangement of the suits, etc., in a manner not detectable by the observer.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 69, 71, or 72 above for other types of devices creating an illusionary effect in which playing cards may be used.

**74 Illusion caused by abnormal interior building structure appearing normal:**

This subclass is indented under subclass 57. Amusement device wherein the illusionary effect created by the device involves a person entering into the inner portion (e.g., a furnished room) of an apparently conventionally constructed architectural housing arrangement (i.e., a building); and the person either physically experiences (e.g., the person has difficulty walking across the floor of a room) or visually observes (e.g., the person observes water running uphill) an event or an occurrence that, in his mind, cannot be possible; whereby the person experiencing or observing the illusion is unaware that the construction of the housing arrangement has been modified or altered to create the illusion.

- (1) Note. An example of a type of modified building structure included here would be an interior room of an otherwise conventionally built house having its floor sloped (i.e., forming an angle relative to the plane of the horizon), its ceiling con-

ventionally parallel to the floor, and its walls conventionally at right angles to the floor.

**SEE OR SEARCH THIS CLASS, SUB-CLASS:**

- 48, for an amusement device comprising a walkway having a movable floor or stair step, which device generally includes some building structure, and see the Search Class note thereunder.
- 136, for an amusement building structure or a part thereof, which building structure does not create an illusionary effect, and see the Notes thereunder.

**75 Stage apparatus or setting:**

This subclass is indented under subclass 57. Amusement device which is specifically adapted for, and intended to be used on, a means forming the locus of a performing area (i.e., adapted for and used on the stage of a theater) in order to contribute to, enhance, or facilitate the presentation of a performance.

- (1) Note. Examples of devices included in this and the indented subclasses include devices commonly called stage appliances; stage settings (or sets, for short); stage scenery; stage properties (or props, for short); and the apparatus for either supporting or manipulating the scenery, the properties, the performers, or the stage curtains.
- (2) Note. Class 52 takes building structure related to a means forming the locus of a center of attraction, per se. For example, Class 52 takes the constructional details relating to a means forming a performing area (e.g., a stage of a theater). Class 472 takes devices which are intended to be used on a means forming the locus of a center of attraction, which devices are intended to contribute to, enhance, or facilitate the presentation of an attraction taking place on the center of attraction. For example, Class 472 takes such devices as stage scenery, settings, properties, and the devices for supporting or manipulating such scenery, settings, or properties; whereby such devices are intended to be used on a performing area

(e.g., the stage of a theater) so as to contribute to, enhance, or facilitate the presentation of a performance taking place on the performing area (e.g., the stage). Class 472 also includes building structure related to a means forming the locus of a center of attraction (e.g., the stage of a theater) which is combined with the additional means (e.g., stage settings, properties, etc.) which contribute to, enhance, or facilitate the presentation of an attraction (e.g., a stage performance). And see the Search Class note below for examples of the types of stage construction (e.g., a movable, foldable, or collapsible stage) that Class 52 provides for.

**SEE OR SEARCH THIS CLASS, SUB-CLASS:**

- 57+, particularly subclasses 57 through 73 above for an amusement device specifically intended to create an illusionary effect in the mind of a person either using it or observing it, some of which devices are adapted to be used on a stage; and see particularly the Notes under subclass 57 above.

**SEE OR SEARCH CLASS:**

- 52, Static Structures (e.g., Buildings), particularly subclasses 6+ for a building structure related to a means forming the locus of a center of attraction (e.g., a means forming a performing area or the stage of a theater), per se; subclass 7 for a movable stage; appropriate subclasses for a floor structure which may be usable as a stage, especially subclass 65 for a floor or floor section of a building which is rotatable about a vertical axis, subclass 71 for a floor structure composed of hingedly connected sections, and subclasses 262+ for a floor supported on vertical structures. Also see the Search Class note under subclass 6.

**76 Having rapid movement:**

This subclass is indented under subclass 75. Amusement device wherein the stage apparatus or setting includes means to permit a person, animal, imitation vehicle, or other object on the stage to appear, to an audience viewing the

stage, to travel or otherwise move at an apparently rapid pace during a performance.

**SEE OR SEARCH CLASS:**

104, Railways, subclass 83 for an imitation amusement railway vehicle which simulates rapid movement.

**77**

**Shifting scenery or curtain:**

This subclass is indented under subclass 75. Amusement device wherein the stage apparatus or setting includes a movable stage scenery element; or includes a means to move or relocate a movable stage scenery element, drape, or screen.

- (1) Note. Included in this and the indented subclasses are stage apparatus for moving or relocating a stage drape (i.e., a stage curtain) or an image projection screen for a motion picture projector. However, this class (472) does not provide for a stage curtain, per se, nor does it provide for an image projection screen, per se. See the Search Class notes below for the location of such devices.

**SEE OR SEARCH CLASS:**

160, Flexible or Portable Closure, Partition, or Panel, appropriate subclasses for a stage curtain, per se.  
359, Optics: Systems (Including Communication) and Elements, subclasses 443+ for an image projection screen, per se.

**78**

**Hoisting apparatus:**

This subclass is indented under subclass 77. Amusement device wherein the means to move or relocate a movable stage scenery element, drape, or screen comprises a mechanically operated means to raise, lower, rearrange, or otherwise move the stage scenery element, drape, or screen from one position to another position.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

77, for a movable stage scenery element which is merely pulled or moved along a track.

**SEE OR SEARCH CLASS:**

254, Implements or Apparatus for Applying Pushing or Pulling Force, subclasses 264+ for apparatus for hauling or hoisting a load including a driven device which contacts and pulls on a cable.

**79**

**Guide, brace, or clip:**

This subclass is indented under subclass 77. Amusement device wherein the means to move or relocate a movable stage scenery element, drape, or screen includes (a) a means to control the movement (e.g., a track) of a scenery element, drape, or screen; (b) a means to secure or hold a scenery element, drape, or screen in position; or (c) a means for gripping or grasping a portion of a scenery element, drape, or screen so as to secure that portion against movement.

**SEE OR SEARCH CLASS:**

24, Buckles, Buttons, Clasps, etc., appropriate subclasses for a clip or clasp per se, which has general utility.

**80**

**Aerial suspension device:**

This subclass is indented under subclass 75. Amusement device wherein the stage apparatus includes a mechanical means for freely hanging a performer or an object above the floor of the stage.

**81**

**Prop:**

This subclass is indented under subclass 75. Amusement device wherein the stage apparatus or setting consists of a generally portable device commonly called a stage property which is used to assist or enhance a performance on the stage.

**82**

**Tank:**

This subclass is indented under subclass 81. Amusement device wherein the stage property comprises a receptacle for containing water or other liquid, whereby an aquatic act may be performed on the stage.

## SEE OR SEARCH CLASS:

- 4, Baths, Closets, Sinks, and Spittoons, appropriate subclasses for a water holding receptacle in general, and particularly subclasses 488+ for a tub bath.

83

**Simulates vehicle:**

This subclass is indented under subclass 81. Amusement device wherein the stage property is an imitative representation of a mobile conveyance adapted to carry a person from one place to another.

## SEE OR SEARCH THIS CLASS, SUBCLASS:

- 130, for an amusement device which simulates an aircraft or space vehicle, and see the Search Notes thereunder.

## SEE OR SEARCH CLASS:

- 114, Ships, appropriate subclasses for a marine vehicle in general.  
244, Aeronautics, appropriate subclasses for an aerial or space vehicle in general.  
280, Land Vehicles, appropriate subclasses for a land vehicle in general.  
446, Amusement Devices: Toys, appropriate subclasses for a toy device in the form of a simulated vehicle and which is intended for use by a child.

84

**Simulates animal:**

This subclass is indented under subclass 81. Amusement device wherein the stage property is an imitative representation of an animate being other than a human being (i.e., a lower animal).

## SEE OR SEARCH CLASS:

- 297, Chairs and Seats, particularly subclass 181 for a seat device which simulates an animal.  
446, Amusement Devices: Toys, particularly subclasses 268+ for a toy device which simulates any animate being including an animal, or which simulates a portion thereof, and wherein the toy device is intended for use by a child.

85

**RACETRACK:**

This subclass is indented under the class definition. Amusement device comprising a specifically prepared or laid out pathway or course used for a competition of speed between opposing contestants thereon.

## SEE OR SEARCH CLASS:

- 49, Movable or Removable Closures, appropriate subclasses for a starting closure (i.e., a starting gate) used on a racetrack.  
104, Railways, particularly subclass 60 for an amusement railway device used for racing.  
280, Land Vehicles, appropriate subclasses for a vehicle which may be used for racing.  
368, Horology: Time Measuring Systems or Devices, particularly subclasses 89+ for a device for indicating the time of duration of a particular event.  
404, Road Structure, Process, or Apparatus, subclasses 17+ and 71 for pavement and road structure.  
463, Amusement Devices: Games, subclass 6 and 58+ for a simulated racing game.  
482, Exercise Devices, subclasses 14+ for track or field sport apparatus used by a human being, particularly subclasses 15+ for jumping, vaulting, or hurdling apparatus and subclass 19 for a starting block for a runner.

86

**For nonhuman animal (e.g., horse race-track, etc.):**

This subclass is indented under subclass 85. Amusement device wherein at least one of the contestants is an animate being other than a human (i.e., a lower animal).

## SEE OR SEARCH CLASS:

- 119, Animal Husbandry, particularly subclasses 416+ for an animal confining or housing device, especially subclasses 423+ thereunder for a starting gate used for starting an animal race when only so much of the course construction is claimed as is necessary to position or install the animal controlling elements; and subclasses 701, 702+, and 712+ for a device for

breaking, training, or exercising an animal (e.g., a steeplechase device).

### 87 For dog:

This subclass is indented under subclass 86. Amusement device wherein the animal contestant is a canine type of animal.

#### SEE OR SEARCH CLASS:

- 104, Railways, particularly subclasses 89+ for a suspended railway device and subclasses 118+ for a monorail railway device, each of which devices may be a lure carrier used for a dog race.
- 105, Railway Rolling Stock, particularly subclasses 141+ for a monorail carrier and subclasses 148+ for a suspended carrier, each of which devices may be a lure carrier used for a dog race.

### 88 SURFACE FOR WHEELED OR GLIDING VEHICLE:

This subclass is indented under the class definition. Amusement device comprising an underlying floor or ground riding surface having an upper surface which is specifically adapted and intended to support and be slidably or rollingly engaged by a mobile person-carrying conveyance which travels or coasts on a wheel or runner type support member over the surface.

- (1) Note. A wheeled or runner type vehicle, per se, is excluded from this Class entirely. See the Search Class note to Class 280 below. However, a wheeled or runner type vehicle claimed in combination with structure of a surface specifically constructed and designed for use by such a vehicle is proper for classification here.
- (2) Note. Some of the devices included here are slides and chutes which are, at least in part, inclined and which are to be slid, coasted, or rolled down by a person riding in or on a vehicle which is adapted for such use and which is acted upon either by the influence of gravity or of inertia. If the device classifiable here is a slide or chute, water or other means may be used on the upper surface thereof to reduce friction between the person-car-

rying vehicle and the slide support surface.

- (3) Note. For a document to be included here, the surface must either be claimed, per se, or claimed in combination with the vehicle used therewith. Any device within which or upon which a person rides is sufficient to enable classification of the surface slidably or rollingly engaged thereby, even if the vehicle device is a mere mat upon which a person rides. However, the clothing the person may be wearing is not considered to be a vehicle for classification here. A slide of the type in which the body of a person engages the slidable surface either directly or through the medium of clothing is considered a body slide and is, accordingly, properly classifiable elsewhere in this class (472). See the Search This Class, Subclass notes below.

- (4) Note. Since a document may or may not claim the person-carrying vehicle in combination with the surface otherwise classifiable here, any disclosure that a person can ride in or upon a vehicle (even if it is only a mat) is sufficient to place the document here, rather than in subclasses 116+ below. Again see the Search Note to subclass 116+ below.

#### SEE OR SEARCH THIS CLASS, SUBCLASS:

- 85+, for an amusement racetrack having a surface designed for competitive racing of wheeled or gliding vehicles.
- 116+, for an amusement body slide in which there is no disclosure of a person riding down the slide on a mat or other vehicle. If there is any disclosure whatsoever of a person being able to coast down the slide riding in or upon a vehicle (even if it is only a mat) then classification in subclasses (88+) is proper. And see especially the Notes under subclasses 116+ below. Also see (3) Note above.
- 128+, for an amusement aquatic device which may support the body of a person thereon, and see the Search notes thereunder for the location of an aquatic device which may carry a per-

son over the surface of a body of water (e.g., a water ski, surfboard, etc.).

**SEE OR SEARCH CLASS:**

- 104, Railways, particularly subclasses 53+ for an amusement railway device for use with a passenger-carrying vehicle in general, and subclasses 69+ for an amusement railway device in the form of a chute intended for use with a passenger-carrying vehicle.
- 193, Conveyors, Chutes, Skids, Guides, and Ways, subclasses 2+ for a chute down which material may pass under the influence of gravity.
- 280, Land Vehicles, appropriate subclasses for a land vehicle within which or upon which a person rides in general, particularly subclasses 29+ for a wheeled vehicle, subclasses 841+ for a foot-attached vehicle (e.g., a ski, roller skate, ice skate, etc.), and subclasses 845+ for a runner type vehicle (e.g., a sled, toboggan, etc.).
- 404, Road Structure, Process, or Apparatus, particularly subclasses 17+ and 71 for pavement and road structure.
- 441, Buoys, Rafts, and Aquatic Devices, particularly subclasses 65+ for a water skimming vehicle device to allow a person to glide over the surface of a body of water (e.g., a water ski, surfboard, etc.).
- 482, Exercise Devices, particularly subclasses 51+ for an exercise device which simulates user translation (e.g., a skiing or surfboarding simulator).

**89 For wheeled vehicle (e.g., for bicycle, roller skate, etc.):**

This subclass is indented under subclass 88. Amusement device wherein the surface is specifically adapted and intended to support and be rollingly engaged by a mobile, person-carrying conveyance having a wheel type support member upon which it rolls over the surface.

- (1) Note. Generally, the surfaces found here include bicycle, motorcycle, or automobile tracks; and roller skating or skateboarding rinks or tracks.

**90 For foot-attached gliding vehicle (e.g., ski slide, ice skating surface, etc.):**

This subclass is indented under subclass 88. Amusement device wherein the surface is specifically adapted and intended to support and be slidably engaged by a mobile, person-carrying conveyance having a runner type support member upon which it slides or coasts over the surface, which conveyance being of the type which is affixed to a foot of the person riding it.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

- 88, for a surface over which a person slides or coasts while riding upon a sled or toboggan type of vehicle, and see the Search notes thereunder.
- 89, for a surface over which a person travels while riding upon a foot-attached roller skate type of vehicle.

**SEE OR SEARCH CLASS:**

- 62, Refrigeration, particularly subclass 235 for an ice skating rink.
- 473, Games Using Tangible Projectile, for apparatus relating to the game of hockey, particularly subclasses 415+, 560+, 570, and 588.
- 404, Road Structure, Process, or Apparatus, particularly subclasses 32+ for a rubber or rubber-like pavement structure and subclasses 34+ for a module or block type pavement structure including portable mat type.
- 428, Stock Material or Miscellaneous Articles, particularly subclasses 15+ for an artificial grass surface, per se.
- 441, Buoys, Rafts, and Aquatic Devices, particularly subclasses 68+ for a foot-attached, water ski type vehicle adapted to glide or skim over the surface of a body of water.
- 482, Exercise Devices, particularly subclass 70 and 71 for an exercise device which simulates Nordic, Alpine, or towed skiing.

**91 Surface moves as a whole or comprises rotatable or rollable elements:**

This subclass is indented under subclass 90. Amusement device wherein the underlying floor or ground riding surface translates as a

unit (e.g., an endless movable belt) or consists of a plurality of turnable or revolvable components (e.g., revolvable rollers, balls, brushes, or ball bearings revolvable in sockets, etc.).

**SEE OR SEARCH CLASS:**

- 193, Conveyors, Chutes, Skids, Guides, and Ways, particularly subclasses 35+ for a conveyor consisting of a series of rollers.
- 198, Conveyors: Power Driven, appropriate subclasses for a power driven, endless-belt type conveyor.
- 482, Exercise Devices, particularly subclass 54 for a treadmill exercise device used for conditioning or developing a muscle of a human user as he or she walks or runs thereon.

**92 SURFACE OR ENCLOSURE FOR ATHLETIC OR EXHIBITION EVENT (E.G., ARENA, TRACK, COURT, PLAYING FIELD, etc.):**

This subclass is indented under the class definition. Amusement device comprising an underlying floor or ground surface or comprising a laterally confining structure generally intended to surround such floor or ground surface (e.g., walls, ropes, netting, etc.); which floor or ground structure or laterally confining structure is specifically intended to define an area (e.g., a performing or exhibiting area) which is to be used for a sporting or displaying purpose by an athlete, contestant, or an exhibitor.

- (1) Note. A surface or enclosure proper hereunder is only involved with the immediate confines of the area upon which a sporting or displaying event occurs (e.g., the area constituting the center of attraction, per se) and does not include other building, stadium, arena, etc., structure such as bleachers, refrigeration means for ice rinks, etc.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

- 85+, for a racetrack which may constitute a center of attraction wherein competitions of speed between opposing contestants may be held for the amusement or entertainment of spectators.

- 88+, for a surface for a wheeled or gliding vehicle, which surface may constitute a center of attraction wherein sporting, recreational, or exhibition events may be held for the amusement or entertainment of spectators; and see the Notes thereunder.

- 136, for a building or part thereof used for an amusement, entertainment, or recreation purpose and see the Search notes thereunder.

**SEE OR SEARCH CLASS:**

- 52, Static Structures (e.g., Buildings), particularly subclasses 6+ for a stadium or other building structure specialized to the presentation of an attraction or accommodation of an audience group; such building structure including (a) an arrangement of seats or slopes relative to the center of attraction (e.g., relative to the performing area), (b) a structure having means peculiar to the accommodation of the audience, or (c) a stage, screen, or area of activities which aid in the presentation of or serves as the locus of the center of attraction.
- 119, Animal Husbandry, particularly subclasses 416+ for a device which is specialized for the confining or housing of animals and subclasses 700, 701, 702+, and 712+ for a device specialized for the breaking, training, or exercising of animals.
- 368, Horology: Time Measuring Systems or Devices, particularly subclasses 89+ for a time interval device for indicating the time of duration of a particular event or for indicating the time upon termination of a predetermined time period.
- 404, Road Structure, Process, or Apparatus, particularly subclasses 17+ and 71 for pavement and road structure; and especially subclasses 32+ for a rubber or rubber-like pavement structure and subclasses 34+ for a module or block type pavement structure including portable mat type.
- 428, Stock Material or Miscellaneous Articles, particularly subclasses 15+ for an artificial grass surface, per se.

473, Games Using Tangible Projectile, for a game court (e.g., a tennis, basketball, volleyball, wallball court, etc.) or for an athletic or sports playing field (e.g., a baseball, football, or soccer field, golf course, hockey field, or rink, etc.), which court or field being used to play a game or sport in which a tangible projectile is used.

**93 Fight ring:**

This subclass is indented under subclass 92. Amusement device wherein the underlying floor or ground surface or laterally confining structure is specifically adapted to support or confine opposing contestants as they battle with one another.

**94 Walled enclosure (e.g., racquetball or paddle tennis court, etc.):**

This subclass is indented under subclass 92. Amusement device wherein the laterally confining structure comprises a generally upright barrier.

- (1) Note. The walled enclosure may include wire type netting structure to form a wire cage.
- (2) Note. The walled enclosure may merely prevent a ball, puck, etc., from leaving its confines during an athletic event or may be used as a deflecting surface as part of the rules of a sporting contest. If used for an exhibition purpose, it may be used to confine the exhibits or contestants (e.g., dangerous animals, etc.), or to keep an audience away from the exhibits or contestants.

**SEE OR SEARCH CLASS:**

256, Fences, appropriate subclasses for an upright building structure commonly called a fence.

**95 ROCKABLE ANIMAL SIMULATION HAVING RIDER SEAT MEANS (E.G., ROCKING HORSE, ETC.):**

This subclass is indented under the class definition. Amusement device in which the device is an imitative representation of an animate being other than a human being (i.e., a lower animal) or is an imitative representation of a part of such an animate being; which animal represen-

tation includes means to receive a person in a sitting position thereon (e.g., a seat); and wherein the device further includes means to cause or to permit rocking, bouncing, or oscillatory movement of the animal representation, a part thereof, or at least the seat means thereof; whereby the rocking, bouncing, or oscillatory motion of the animal representation is intended to be similar to the natural motion that the person would experience in riding the actual animal that is represented.

- (1) Note. A seat which is detached from the simulated animal, as in the simulation of a horse-drawn cart, is included here.
- (2) Note. A device which can move or translate over the ground or a floor surface is excluded from these subclasses and, in fact, is excluded from this class. Such a device which can move or translate over the land or a floor is provided for in the vehicle classes as, for example, in Class 280, Land Vehicles.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

135, for an occupant operated rocking, oscillating, or bouncing amusement device which does not simulate an animal.

**SEE OR SEARCH CLASS:**

- 104, Railways, subclass 61 for an amusement railway device which simulates horseback riding.
- 280, Land Vehicles, particularly subclasses 1.13+ and 1.22+ for a land vehicle which simulates a figure as, for example, a horse, etc.
- 297, Chairs and Seats, particularly subclass 181 for a seat device which simulates a horse, other animal, vehicle, plant, or the like; subclasses 195.1+ for a straddle type seat device (e.g., a saddle) which may rock, bounce, or oscillate; subclasses 258.1+ for a seat device provided with rockers; and subclasses 285+ for a seat device (e.g., a baby jumper) in which the back is resilient or is resiliently mounted or the back is mounted to another seat component, as a bottom, which component is resiliently

mounted, whereby the movement of the seat or the back is in response to the movement of the occupant of the seat, especially subclass 299 wherein the seat comprises a fabric one-piece resiliently supported bottom and back. The devices in subclass 181 have merely simulation and the devices in subclasses 195.1+, 258+, and 285+ have merely rocking, bouncing, or oscillatory motion, with no other amusement feature.

**96 With power or externally operated rocking means:**

This subclass is indented under subclass 95. Amusement device wherein the rocking movement of the animal simulation is caused by means of a power driven actuating mechanism or by a means actuated by other than the rider or occupant seated on the animal simulation.

**SEE OR SEARCH CLASS:**

128, Surgery, subclass 33 for a chair, couch, or other support for moving the body in treatment thereof.

**97 Motor operated (e.g., mechanical bull, etc.):**  
This subclass is indented under subclass 96. Amusement device wherein the rocking movement of the animal simulation is caused by means of a power driven actuating mechanism.

**98 Having animal sound simulation:**  
This subclass is indented under subclass 95. Amusement device wherein the rockable animal simulation further includes a means for producing a noise or sound which is intended to be imitative or characteristic of the noise or sound that the actual animal would usually make (e.g., the snort, whinny, hoof beats, etc., of a horse).

**SEE OR SEARCH CLASS:**

446, Amusement Devices: Toys, particularly subclasses 297+ for a figure toy having sounding means and subclasses 397+ for a toy device having means to generate sound and see the Search notes under subclass 397.

**99 Having relatively movable animal part:**

This subclass is indented under subclass 95. Amusement device wherein a portion of the body (e.g., the head, tail, etc.) of the rockable animal simulation either moves or is capable of being moved relative to the rest of the body of the simulation.

**SEE OR SEARCH CLASS:**

446, Amusement Devices: Toys, particularly subclasses 268+ for a figure toy which may have one or more movable body parts.

**100 Having safety feature:**

This subclass is indented under subclass 95. Amusement device wherein the rockable animal simulation includes a means for protecting or preventing the person riding the simulation from injury, harm, or danger.

**101 Combined with disparate device:**

This subclass is indented under subclass 95. Amusement device wherein the rockable animal simulation is connected to or includes structure (e.g., a water pistol, table, etc.) not commonly associated with such a rockable animal simulation.

**102 Having arcuate rocking base:**

This subclass is indented under subclass 95. Amusement device in which the rockable animal simulation is mounted upon a floor-contacting support which is convexed, hemispherical, or otherwise curved upwardly on its floor-contacting surface, so that the animal simulation may rock back and forth in a manner similar to that of a rocker type chair.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

114, for a seesaw which is mounted upon an arcuate rocker base.  
135, for an occupant operated rocking or oscillating amusement device which does not simulate an animal and which may have a hemispherical or other arcuate type of base.

## SEE OR SEARCH CLASS:

297, Chairs and Seats, particularly subclass 247 for plural related seats mounted on rockers and subclasses 258.1+ for a rocker mounted seat.

**103 Having spring support:**

This subclass is indented under subclass 95. Amusement device wherein the rockable animal simulation, a part thereof, or at least the seat portion thereof is mounted upon resilient means.

## SEE OR SEARCH CLASS:

297, Chairs and Seats, particularly subclasses 195.1+ for a straddle type seat device (e.g., a saddle) supported by spring means of various types.

**104 Coiled type:**

This subclass is indented under subclass 103. Amusement device wherein the resilient means is in the form of a helical or spirally wound resilient element.

## SEE OR SEARCH CLASS:

297, Chairs and Seats, particularly subclasses 208+ for a straddle type seat device (e.g., a saddle) which is coil-spring mounted.

**105 Plural coiled springs:**

This subclass is indented under subclass 104. Amusement device wherein the resilient means includes at least two helical or spirally wound resilient elements.

**106 SEESAW:**

This subclass is indented under the class definition. Amusement device comprising an elongated member which is fulcrumed intermediate its ends about a transverse horizontal axis for vertical up and down movement of its ends, and wherein at least one of its ends thereof is intended to carry a person for riding thereon, so that the person may also be moved vertically up and down about the transverse horizontal axis while riding on the end of the elongated member.

## SEE OR SEARCH THIS CLASS, SUBCLASS:

4+, for a seesaw, the ends of which are also capable of rotating or otherwise moving in a circuitous path 360 degrees about a different (usually vertical) axis.

## SEE OR SEARCH CLASS:

104, Railways, subclass 79 for an amusement railway vehicle adapted to travel back and forth along a seesaw track and subclass 80 in which a wheeled railway vehicle is propelled along a track by means of a teetering seesaw member mounted on the vehicle.  
446, Amusement Devices: Toys, subclasses 322+ for a toy seesaw having a figure simulation mounted on at least one of its ends for up and down movement thereof.

**107 Motor operated:**

This subclass is indented under subclass 106. Amusement device wherein the up and down movement of the seesaw is caused by means of a power driven actuating mechanism.

**108 Foot, hand, or seat operated:**

This subclass is indented under subclass 106. Amusement device wherein the up and down movement of the seesaw is caused by a means actuated by either the foot or the hand of the rider or caused by actuation of a means for receiving the weight of the rider in a sitting position.

**109 Having safety feature:**

This subclass is indented under subclass 106. Amusement device wherein the seesaw includes a means for protecting the person riding on the seesaw from injury, harm, or danger.

**110 One person type:**

This subclass is indented under subclass 106. Amusement device in which the seesaw is provided with a seat for receiving the weight of a person in a sitting position upon only one end thereof, and wherein the seesaw further includes a means acting upon the other end thereof to resist the motion of the other end while the person is riding the first end.

**SEE OR SEARCH CLASS:**

248, Supports, particularly subclasses 371+ for a stand having a supporting surface at the end of a pivoted arm, subclasses 580+ for a tilting support surface biased by a resilient means to a predetermined position, and subclasses 592+ for a support having a resilient means which acts through an arm or lever.

297, Chairs and Seats, particularly subclasses 195.1+ for a straddle type seat (e.g., a saddle) which may rock, bounce, or oscillate; especially subclass 196 for a saddle type seat mounted on a cantilevered leaf spring; and subclasses 313+ for a seat mounted on the free end of an arm for resisted tilting movement about a pivot.

**111 Having horizontally maintained seat:**

This subclass is indented under subclass 106. Amusement device wherein the seesaw includes a means for receiving the weight of a rider in a sitting position thereon (i.e., a chair or seat), and wherein the seesaw further includes a means for automatically keeping the rider sitting means level relative to the horizon during the up and down movement of the ends of the seesaw.

**SEE OR SEARCH CLASS:**

114, Ships, subclasses 191+ for a self-leveling article of furniture intended for use on a ship, particularly subclass 194 for a chair which is self-leveling during the rolling and tossing motions of a ship.

248, Supports, particularly subclass 182.1 for a self-leveling article support in general.

**112 Having counterbalance means:**

This subclass is indented under subclass 106. Amusement device wherein the seesaw includes a means to balance the ends of the elongated member upon its fulcrum point so that persons of varying weights may ride upon the ends of the elongated member.

(1) Note. Several examples of the types of means for balancing a seesaw may be a

weight means which is mounted to and shiftable along the length of the seesaw so as to change the length of the lever arm, a plurality of weight elements which may be added to or removed from one or more points along the length of the seesaw, a seat means which is mounted to and shiftable along the length of the seesaw so as to change the length of the lever arm, or the fulcrum point of the seesaw may be shiftable along the length of the seesaw so as to change the length of the lever arm.

**113 Spring assisted:**

This subclass is indented under subclass 106. Amusement device wherein the seesaw includes a resilient means for aiding the up and down motion of the seesaw.

**114 Having arcuate base:**

This subclass is indented under subclass 106. Amusement device in which the seesaw is mounted at substantially intermediate its ends upon a floor-contacting support which is convexed, hemispherical, or otherwise curved upwardly on its floor-contacting surface, so that the seesaw may rock back and forth in a manner similar to that of a rocker type chair.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

102, for a rockable animal simulation having a rider seat means which is mounted upon an arcuate rocker base.

135, for an occupant operated rocking or oscillating amusement device which may have a hemispherical or other arcuate type of base.

**SEE OR SEARCH CLASS:**

297, Chairs and Seats, particularly subclass 247 for plural related seats mounted on rockers and subclasses 258.1+ for a rocker mounted seat.

**115 Collapsible:**

This subclass is indented under subclass 106. Amusement device wherein the seesaw includes specific means to enable it to be folded up, knocked down into its component parts, or otherwise taken apart, so that the volume taken up by the seesaw may be reduced in

order to provide, for example, for storage or portability of the seesaw.

# **116 BODY SLIDE:**

This subclass is indented under the class definition. Amusement device comprising an inclined surface which is specifically adapted to receive the body of a person thereon so that the person may coast down the inclined surface under the influence of gravity.

- (1) Note. These subclasses do not include an amusement slide device of the type in which a person rides down the slide surface either located within or mounted upon a vehicular type of device. An amusement slide device of the type in which a person rides down the slide within or upon a vehicle (e.g., within a toboggan, on a mat or sled, or upon skis or skates, etc.) is provided for elsewhere in this class (472). A disclosure that a person may coast down an amusement slide while merely sitting down upon a mat is sufficient for placement elsewhere. See Search This Class, Subclass notes below
- (2) Note. The clothing that a person is wearing while coasting down a body slide (e.g., a bathing suit or clothing a child may be wearing at a playground body slide) is not considered to be a vehicle type device. Accordingly, a slide device in which the body of a person engages the slide surface through the medium of clothing is properly classifiable here in these subclasses (116+) as a body slide.

## **SEE OR SEARCH THIS CLASS, SUBCLASS:**

- 88+, for an amusement device in which a person is intended to coast down an inclined surface using a vehicle, particularly subclass 88 for slide down which a person is intended to ride in a toboggan or upon a sled or mat means. A disclosure that a person may coast down an amusement slide while merely sitting down upon a mat is sufficient for placement here. See (1) and (2) Note above.
- 90+, for a ski slide or chute down which a person is intended to coast using a

foot-attached vehicle such as a ski or skate.

## **SEE OR SEARCH CLASS:**

- 104, Railways, subclasses 69+ for an amusement railway device in the form of a chute intended for use with a passenger-carrying vehicle.
- 182, Fire Escape, Ladder, or Scaffold, subclasses 48+ for an escape chute combined with a means utilizable by a person (e.g., a handrail or ladder) or with a means to sustain life (e.g., ventilation means).
- 193, Conveyors, Chutes, Skids, Guides, and Ways, subclasses 2+ for a chute down which material may pass under the influence of gravity.
- 404, Road Structure, Process, or Apparatus, subclasses 17+ and 71 for pavement and road structure.

# **117 Water slide:**

This subclass is indented under subclass 116. Amusement device including means to provide water upon the inclined surface in order to lubricate the surface, whereby a person may more easily coast down the surface.

# **118 SWING:**

This subclass is indented under the class definition. Amusement device comprising a suspended surface for seating an occupant, which surface oscillates (i.e., moves to-and-fro) either irregularly or as a result of actuation by a mechanical means.

- (1) Note. Class 472 takes a swing (a) if it has an irregular oscillation or has a compound or erratic movement; (b) if the oscillation is effected by a mechanical means (i.e., effected by a motor or an actuator operated by a person); or (c) if the oscillatory suspender is connected only to the bottom component of the seat without passing through an armrest. Class 297 takes a swing (a) if it is intended to be generally constrained to oscillate in a single plane with no compound or erratic movement; (b) if the oscillatory suspender is connected to and supports any component of a seat other than the bottom component (e.g., the suspender connected to the back, the

armrest, or to side structure extending upwardly from the bottom of the seat); or (c) if the oscillatory suspender is connected to the bottom of the seat but also passes through the armrest thereof.

**SEE OR SEARCH CLASS:**

- 5, Beds, subclasses 124+ for a couch hammock type swing and subclasses 127+ for a support for a couch hammock.
- 248, Supports, subclasses 127+ for a stand, per se, or in combination with a mere oscillatable suspended platform; subclasses 317+ for a mere horizontal support and suspension means therefor; and see particularly subclass 370 for a stand having dependent oscillating links which carry a support surface.
- 297, Chairs and Seats, subclasses 232+ for plural related seats mounted to permit oscillatory motion for the occupants; and particularly subclasses 245+ for seats pivotally interconnected by a common footrest, the actuation of which causes the seats to oscillate; subclasses 273+ for a seat having an oscillating suspension means which supports or is supported by a component other than the bottom, e.g., an armrest or back; and particularly subclasses 274+ for a baby jumper type suspended oscillator.
- 446, Amusement Devices: Toys, subclass 323 for a toy swing having a figure simulation mounted on the seat of the swing for oscillatory movement thereof.

**119 Motor operated:**

This subclass is indented under subclass 118. Amusement device wherein the oscillation of the swing is effected by means of a power driven actuating mechanism.

**120 Having hand and foot operator:**

This subclass is indented under subclass 118. Amusement device wherein the oscillation is effected by cojoined means actuated by the hand and foot of the occupant or by either the hand or the foot of the occupant.

**121 Having hand operator:**

This subclass is indented under subclass 118. Amusement device wherein the oscillation is effected by a means actuated by the hand of the occupant.

**122 Cable grasp:**

This subclass is indented under subclass 121. Amusement device wherein the hand actuated means is in the nature of a flexible element (e.g., a rope).

**123 Pulley mounted:**

This subclass is indented under subclass 122. Amusement device wherein the flexible element moves over a sheave.

**124 Having foot operator with separate suspender:**

This subclass is indented under subclass 118. Amusement device wherein the oscillation is effected by an actuator to which normally a force is applied by a foot; which actuator is suspended by means independent of the means which suspends the seating surface.

**SEE OR SEARCH CLASS:**

- 297, Chairs and Seats, subclasses 245+ for a lawn swing provided with opposed seats and a common footrest suspended from a component of the swing or from the means which suspends the swing, and subclasses 273+ for a footrest-equipped swing in which the suspending means for the swing is connected to or through the arm, back or footrest.

**125 For plural occupants:**

This subclass is indented under subclass 118. Amusement device either (a) which includes at least two distinct surfaces suspended for oscillation, each surface being capable of receiving an occupant in a seated position; or (b) the surface suspended for oscillation includes means for receiving at least two occupants in a seated position.

**SEE OR SEARCH CLASS:**

- 297, Chairs and Seats, subclasses 232+ for plural related seats mounted to permit oscillatory motion for the occupants.

**126     SANDBOX TYPE:**

This subclass is indented under the class definition. Amusement device comprising a receptacle containing a quantity of loose granular material intended to be used by a child for recreational play.

**SEE OR SEARCH CLASS:**

446,     Amusement Devices: Toys, subclass 70 for a toy device which is intended to be used by a child to manipulate or play with sand as, for example, a toy shovel or pail or toy devices for molding the sand into various constructions.

**127     BODY-SUPPORTING SIMULATED LOG-ROLLING DEVICE (I.E., BIRLING DEVICE):**

This subclass is indented under the class definition. Amusement device comprising a means specifically intended to be an imitative representation of a length of tree trunk, and wherein the tree trunk representation means is horizontally disposed and is capable of supporting the weight of a person in standing position thereon and is further capable of being rotated about its longitudinal axis by the feet of the person while the person is supported thereon.

- (1) Note. The devices included in this subclass are commonly called Birling devices and are intended to simulate the practice of a person standing upon and rotating a log floating in a body of water with his or her feet. This subclass includes rotatable log-simulation devices of the type used in a body of water and also types used on land, but does not include a device which translates over a land surface by rolling thereover. To be included in this subclass, the movement of a rotatable log-simulation device must generally be only one of rotation about its longitudinal axis with little or no translation of its longitudinal axis.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

128+,     for an aquatic amusement device in general, particularly subclass 129 for a body-supporting buoyant device,

and see the Search Class notes thereunder.

**128     AQUATIC:**

This subclass is indented under the class definition. Amusement device specifically adapted to be operated or used by a person either upon or beneath the surface of a body of water for the purpose of diversion, recreation, or entertainment.

**SEE OR SEARCH CLASS:**

- 405,     Hydraulic and Earth Engineering, subclass 79 for wave generators at an immobile location.
- 434,     Education or Demonstration, subclasses 247+ for a device intended to teach or instruct a person in performing a physical activity as, for example, enabling a swimmer to learn or improve his or her diving skills; and particularly subclass 254 for enabling a person to learn or improve his or her swimming skills.
- 441,     Buoys, Rafts, and Aquatic Devices, appropriate subclasses for an aquatic device in general; particularly subclasses 129+ for a body-supporting buoyant device in general. A buoyant device made to simulate an animal, fish, fowl, etc., or any part thereof, where such simulation is claimed, is proper for Class 472. However, where such simulation is disclosed but not claimed, classification of the buoyant device is proper for Class 441. See the (2) Note under subclass 129 of Class 441 for a statement of this line. Also see particularly subclasses 65+ for a surfboard, aquaplane, or other device intended to be used for skimming or walking on the surface of a body of water.
- 446,     Amusement Devices: Toys, particularly subclasses 153+ for an aquatic toy device intended to be used or operated by a child for its amusement or recreation.

**129     Body-supporting buoyant device:**

This subclass is indented under subclass 128. Amusement device wherein the aquatic device is specifically adapted to float upon a body of water and is intended to keep a person using or

operating the device from sinking beneath the surface of the water.

**SEE OR SEARCH THIS CLASS, SUB-CLASS:**

- 127, for a body-supporting simulated log-rolling device which may also be used in a body of water to support the user thereof on the surface of the water.

**SEE OR SEARCH CLASS:**

- 441, Buoys, Rafts, and Aquatic Devices, appropriate subclasses for an aquatic device in general; particularly subclasses 129+ for a body-supporting buoyant device in general. A buoyant device made to simulate an animal, fish, fowl, etc., or any part thereof, where such simulation is claimed, is proper for Class 472. However, where such simulation is disclosed but not claimed, classification of the buoyant device is proper for Class 441. See the (2) Note under subclass 129 of Class 441 for a statement of this line.
- 446, Amusement Devices: Toys, subclasses 153+ for an aquatic toy device intended to be used or operated by a child for its amusement or recreation, which device includes no means for attaching to or supporting the body of the child.

**130 SIMULATES AIRCRAFT OR SPACE VEHICLE OR SIMULATES THE MOVEMENT THEREOF:**

This subclass is indented under the class definition. Amusement device wherein the device comprises a nonaerodynamic imitative representation of the shape, form, or movement of a mobile conveyance which is adapted to travel through the air or outer space (e.g., an aerial vehicle, spaceship, etc.); and wherein the imitative representation includes means to receive a person therein or thereon.

- (1) Note. The simulated aerial or space vehicle devices included herein have no aerodynamic capabilities.
- (2) Note. Most of the devices included here are intended to receive a person within a simulated cockpit of the vehicle represented and usually include a means to

rock it back and forth or to oscillate it, so that the person within the device may experience movement or motions which are intended to represent the movement or motions that the person would experience if he or she were an occupant in an actual aerial or space vehicle.

- (3) Note. An amusement device which simulates an aerial or space vehicle and which is also capable of translating (e.g., rolling, etc.) over a land or floor surface is excluded from this subclass and also excluded from this class. See the Search Class note to Land Vehicles.

**SEE OR SEARCH THIS CLASS, SUB-CLASS:**

- 135, for an occupant operated device capable of being rocked or oscillated in place by the occupant, the movement thereof being generated by the occupant moving or shifting his body about while occupying the device. Also see the Search Notes thereunder for other rocking or oscillating devices.

**SEE OR SEARCH CLASS:**

- 244, Aeronautics, appropriate subclasses, for an aerial or space vehicle in general.
- 280, Land Vehicles, appropriate subclasses, for a land vehicle in general and particularly subclass 1.12 and 1.21 for a wheeled simulation of an aircraft or space vehicle on which a child sits. Also see the (3) Note above.
- 297, Chairs and Seats, particularly subclass 181 for a seat device which simulates a vehicle such as an aircraft.
- 434, Education and Demonstration, particularly subclass 28 for a device for instructing or demonstrating to a person the effect of wind upon the path of an aircraft, and subclasses 30+ for a device which instructs or tests a person in the operation of a flight vehicle.
- 446, Amusement Devices: Toys, particularly subclass 7 for a toy device for use by a child in which the toy device is a simulation of a vehicle cockpit or of vehicle control, subclasses 30+ for

a tethered fixed-wing toy aircraft device, subclasses 34+ for a toy device which is aerodynamically supported or retarded, subclasses 88 and 93+ for a construction toy device which may be assembled into an aerial or space vehicle, subclasses 211+ for a jet-propelled toy aircraft vehicle, subclass 225 for an inflatable toy device which simulates an aerial or space vehicle, and especially subclasses 230+ for an nonaerodynamic toy device which simulates an aircraft or space vehicle.

**131 OCCUPANT SUPPORT TRANSLATABLE ALONG VERTICAL PATH:**

This subclass is indented under the class definition. Amusement device wherein the device includes structure for receiving and holding the body of a person therein or thereupon and further includes means for rectilinearly raising and lowering the receiving and holding structure along a pathway perpendicular to the horizon, i.e., a vertical pathway.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 2, for an amusement roundabout combined with structure for causing reciprocal translation of the roundabout as a unit along a vertical path.

SEE OR SEARCH CLASS:

- 52, Static Structures (e.g., Buildings), for a portable or skeleton type tower, per se, particularly subclasses 111+ for a shaft extensible by mechanical motive means, e.g., by a motor, spring, pulley, crank, cable, etc., and subclasses 648.1+ for three-dimensional space-defining openwork.
- 182, Fire Escape, Ladder, or Scaffold, particularly subclasses 141+ for an elevating or lowering workman platform.
- 187, Elevator, Industrial Lift Truck, or Stationary Lift for Vehicle, for elevator structure not specifically adapted for amusement purposes.

**132 OPERATED BY OR USING LIVE ANIMAL:**

This subclass is indented under the class definition. Amusement device wherein the device is specifically adapted to be used in conjunction with an animate being other than a human for the purpose of entertaining a person; and wherein the device either (a) is actuated or otherwise used by the animate being for entertainment purposes, or (b) manipulates or controls the movement of the animate being for entertainment purposes.

SEE OR SEARCH CLASS:

- 119, Animal Husbandry, appropriate subclasses for the care or training of live animals and particularly subclasses 712+ for a device intended to limit or restrain the free movement of an animal.

**133 BODY ATTACHED, WORN, OR CARRIED:**

This subclass is indented under the class definition. Amusement device which is specially configured or is provided with means whereby the device may be connected to or supported on a person.

- (1) Note. This subclass includes an amusement device which is attachable to the clothes of a person.

SEE OR SEARCH THIS CLASS, SUBCLASS:

- 70, for a means for producing an illusion in which the device is attached to or simulates a human body part.

SEE OR SEARCH CLASS:

- 2, Apparel, particularly subclasses 71+ for a head covering in general, and especially subclass 206 for an ornamental mask.
- 446, Amusement Devices: Toys, particularly subclasses 26+ for a toy amusement device which is body-carried or worn by a child and see the Search Class notes thereunder.

**134 INFLATABLE OR PNEUMATIC:**

This subclass is indented under the class definition. Amusement device wherein either (a) the device comprises an enclosure formed from elastic or pliant material and whose shape is manifested by filling the enclosure with a gas; or (b) the device utilizes a gas under pressure (i.e., a compressed gas) for its operation.

**SEE OR SEARCH CLASS:**

- 52, Static Structures (e.g., Buildings), subclasses 2.11+ for a building structure which is shaped or strengthened by fluid pressure.
- 446, Amusement Devices: Toys, particularly subclasses 176+ for a toy device for use by a child which is operated by a relatively moving fluid or pressure differential, especially subclasses 180+ for such a toy device which includes a variable-size fluid chamber to move fluid, and subclasses 220+ for a toy device for use by a child which is inflatable.

**135 OCCUPANT OPERATED ROCKING, OSCILLATING, OR BOUNCING DEVICE:**

This subclass is indented under the class definition. Amusement device wherein the device includes means for receiving and supporting the body of a person therein or thereupon and further includes means to permit back and forth rocking, up and down bouncing, or oscillatory movement of the device; whereby the device is caused to rock, bounce or oscillate in response to the person shifting or otherwise moving his or her body about while being supported within or upon the device.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

- 95+, for a rockable animal simulation having a rider seat means, especially subclass 102 for a rockable animal simulation mounted upon a hemispherical or other rocker type base and see the Search Class notes thereunder.
- 110, for a one person type seesaw in which an occupant can bounce up and down thereon.

- 114, for a seesaw mounted upon a hemispherical or other rocker type base for rocking movement thereof.

**SEE OR SEARCH CLASS:**

- 297, Chairs and Seats, particularly subclasses 195.1+ for a straddle type seat device (e.g., a saddle) which may rock, bounce, or oscillate; subclass 247 for plural related seats mounted on rockers; subclasses 258.1+ for a seat device provided with rockers; and subclasses 285+ for a seat device (e.g., a baby jumper) in which the back is resiliently mounted (e.g., by being connected to a resiliently mounted seat bottom), whereby the movement of the seat or back is in response to the movement of the occupant of the seat.

**136 BUILDING OR PART THEREOF:**

This subclass is indented under the class definition. Amusement device comprising an architectural housing arrangement in which a human being may enter (i.e., a building), or a portion thereof, which is intended to be used solely for an amusement, entertainment, or recreational purpose.

- (1) Note. A building claimed in combination with additional means which contributes to an amusement, entertainment, or recreation purpose (e.g., in combination with scenery or devices used by a speaker or artist, etc.) is proper for this subclass even if the building alone has no other special amusement, entertainment, or recreational aspect.

**SEE OR SEARCH THIS CLASS, SUBCLASS:**

- 74, for an illusionary device having abnormal interior building structure which appears normal.
- 92+, for an enclosure for an athletic or exhibition event (e.g., an arena, track, court, playing field, etc.).

**SEE OR SEARCH CLASS:**

- 52, Static Structures (e.g., Buildings), for a general purpose or multipurpose building not limited to an amusement, entertainment, or recreational use.

- 135, Tent, Canopy, Umbrella, or Cane, particularly subclasses 87+ for a general purpose or multipurpose portable shelter (i.e., a tent or canopy) not limited to an amusement, entertainment, or recreational use.

**137 MISCELLANEOUS:**

This subclass is indented under the class definition. Amusement device which is not provided for under any of the preceding.

END